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ZIFF DAVIS

September 2000
ISSUE 36

OFFICIAL U.S. PlayStation MAGAZINE

OVER 500 GAMES RATED

PREVIEW-MANIA!
- METAL GEAR SOLID 2
- SILENT SCOPE
- ORPHEN
- MADDEN NFL 2001
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- TONY HAWK'S PRO SKATER 2
- SPYRO: YEAR OF THE DRAGON
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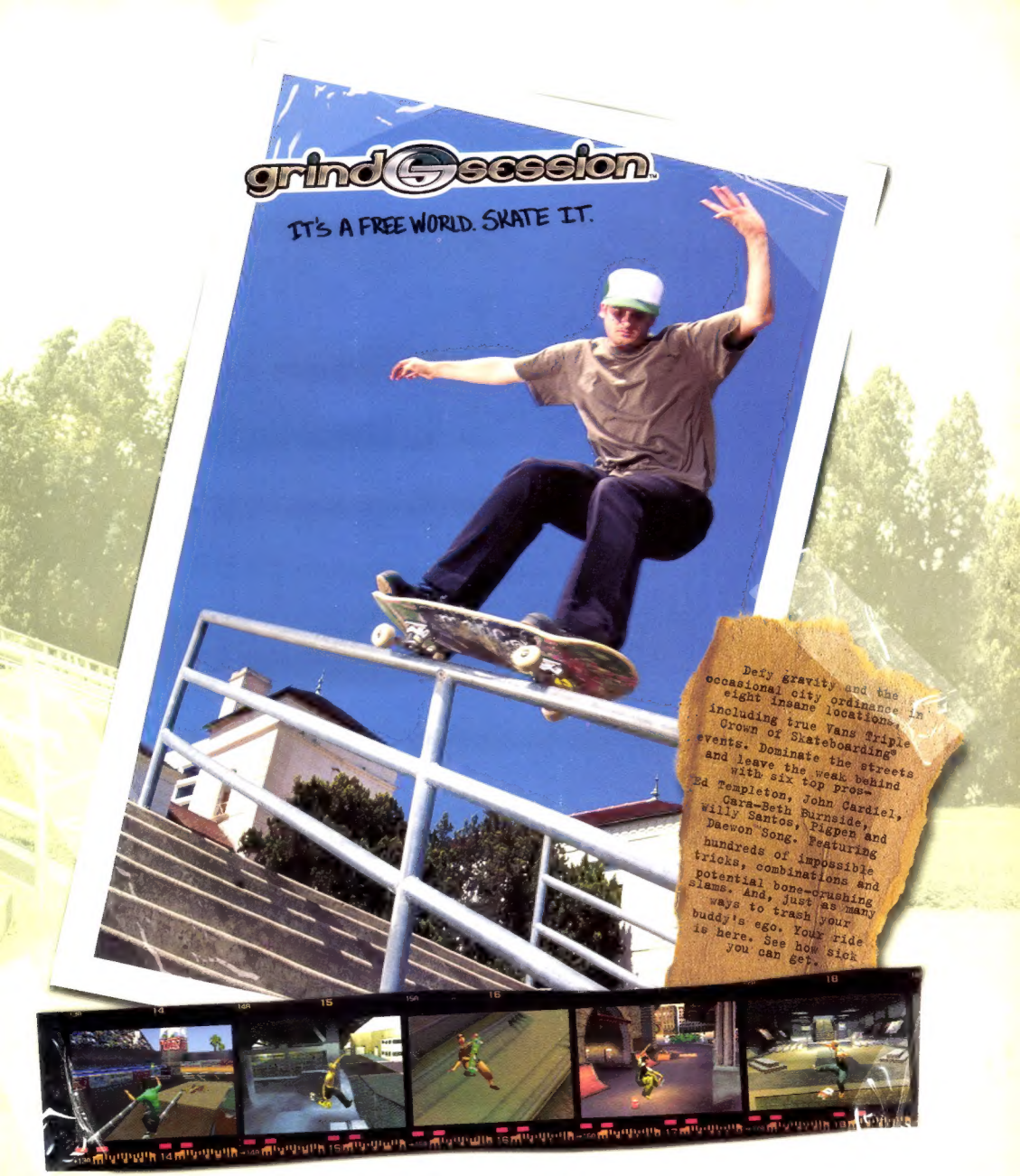

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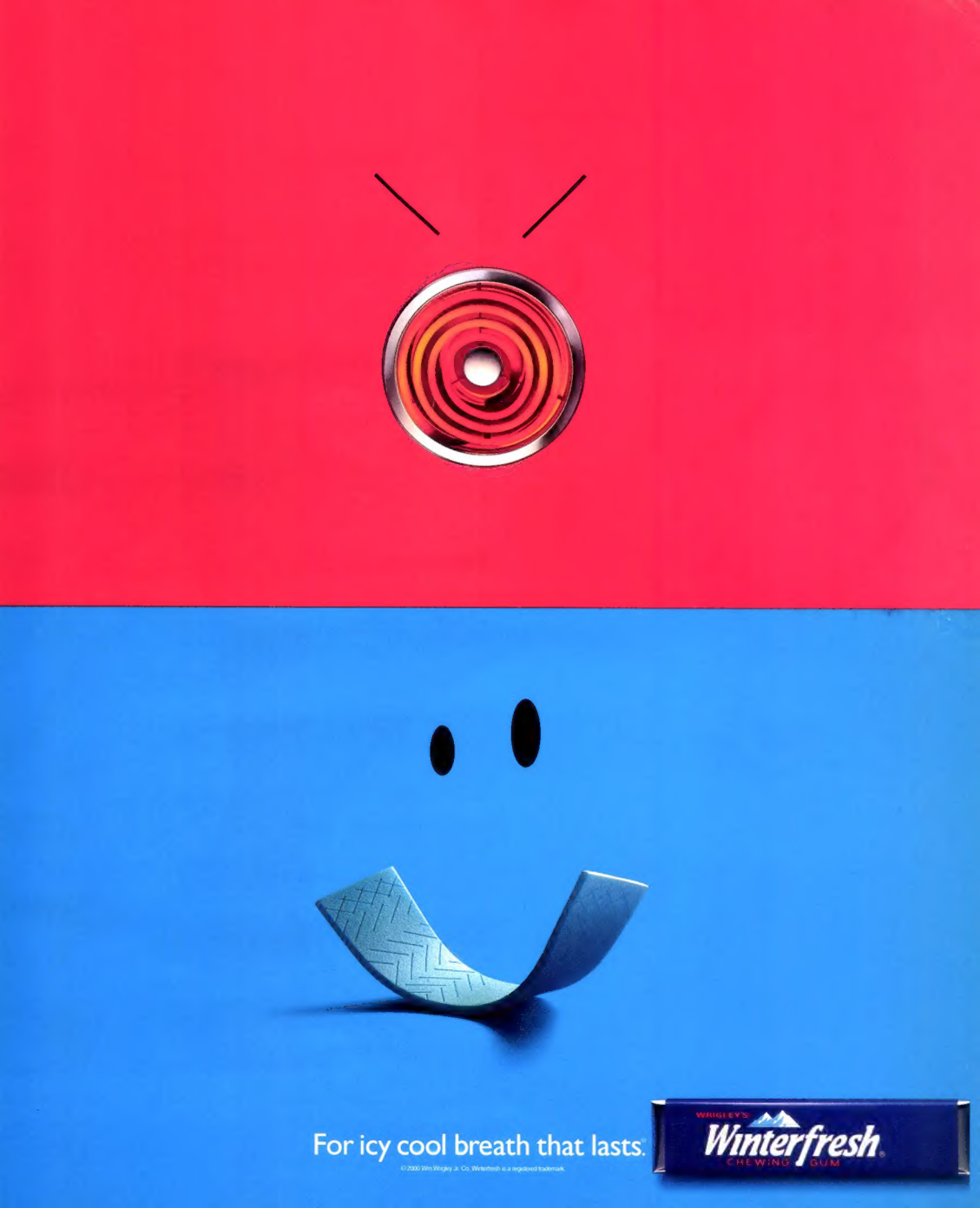
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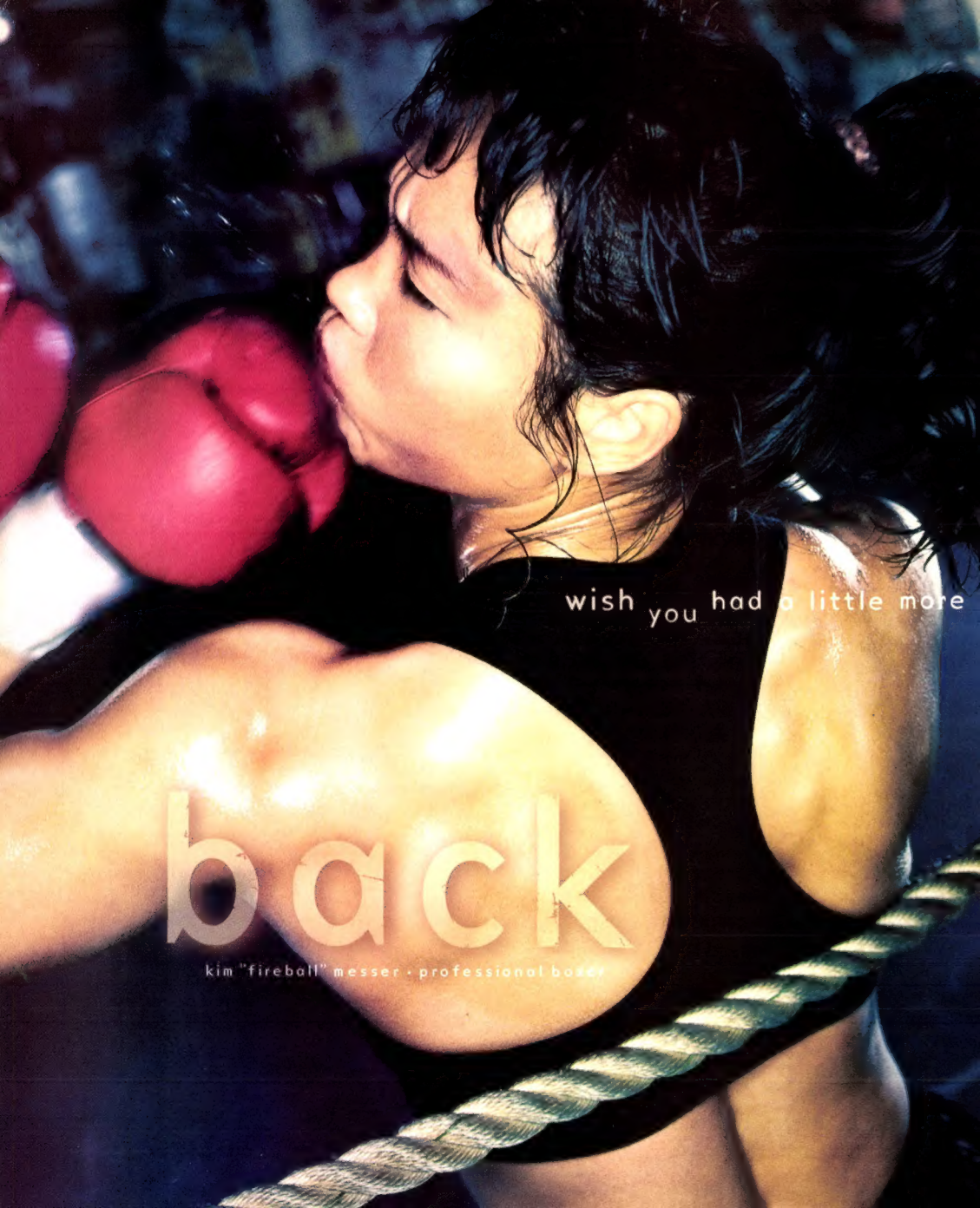
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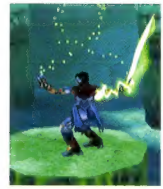
COVER STORIES THIS MONTH



LEGACY OF KAIN: SOUL REAVER 2 • 90

We visit Crystal Dynamics to see how the sequel to one of the PlayStation's most popular adventure games is shaping up. Check out our exclusive PS2 screens and information.

IF WE RAN THE VIDEO GAME INDUSTRY • 28

How often have you played a game and thought "wouldn't it be cool if they'd done this instead?" We outline what we think would be the best ideas to revitalize some tired concepts...and ask for your opinions too.

450+ HOT TRICKS • 108

Tricks, tips and general tactics to turn all of you diligent, hard-working gamers into low-down, dirty, rotten cheats. Watch for Millionaire, Soul Reaver, Triple Play 2001, Mr. Driller, Legend of Dragoon and more.

PREVIEW MANIA • 68

Only two months to go until the PlayStation2 launches and our preview section gets more and more exciting each issue. Look out for even more Metal Gear Solid 2 shots, plus the gorgeous looking Orphen.

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John Davison
Editor in Chief

Holy Sh—!

I was standing in the little booth area of the PlayStation store at the Metreon the other day...and that was the expression that I heard the most. Those of you who have been there probably know the area I'm talking about. There's a tiny area that's basically a hole in the wall in which there's an extremely large-screen TV. Playing on the TV for hour after hour after hour is a showreel of PlayStation2 footage that shows everything from GT2000 to Madden to Dark Cloud and much more. Every time the reel started playing a crowd would gather—kids, parents, weirdos, geeks, girlfriends that had been dragged in under duress—and when they saw what was on the screen, they were all dumbfounded, gobsmacked, speechless. If there's one thing that the PS2 can do, it's make a video games "non-believer" a true convert within about 20 seconds.

This is all just first-generation stuff, though. Already we're seeing more of what the machine is capable of thanks to next year's products like Metal Gear Solid 2 (we have more shots again this month) and this month's amazing cover-star, Legacy Of Kain: Soul Reaver 2. Only two months to go. Have you ordered yours yet?

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board (ESRB) [illegible] ratings [illegible]

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DEMO DISC THIS MONTH

PLAYABLE DEMOS

GRIND SESSION

Ready [illegible] along [illegible] pot [illegible] pocket [illegible] prepped pa [illegible] in execute [illegible] dream of [illegible]

DAVE MIRRA FREESTYLE BMX EVERYONE RATING

[illegible] for [illegible] bicycle and ride. Master the [illegible] ramps for some sweet ha [illegible] after a 360 can-can. Th [illegible] the crowd. This one ha [illegible] direction and the [illegible] way up and going with no ha [illegible]

RAYMAN 2: THE GREAT ESCAPE EVERYONE RATING

[illegible] and who bette [illegible] You'll get a [illegible] thing b [illegible]

MS. PAC-MAN MAZE MADNESS EVERYONE RATING

[illegible]

TYCO R/C RACING EVERYONE RATING

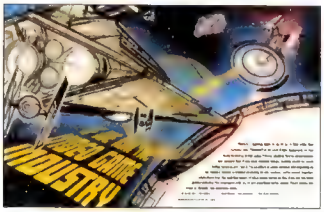
A [illegible] for yet another cart racing game [illegible] Tyco R/C Racing is [illegible] out the one [illegible] Team Racing [illegible]

NON-PLAYABLE DEMOS

CHRONO CROSS, NCAA GAMEBREAKER 2001, MAT HOFFMAN'S BMX, NFL GAMEDAY 2001

SPECIAL FEATURES

FUNK SOUL BROTHER LEGACY OF KAIN: SOUL REAVER 2 • 90



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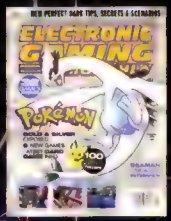

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WHO WANTS TO BE A MILLIONAIRE 2nd EDITION

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Non-Playable Demos

Chrono Cross

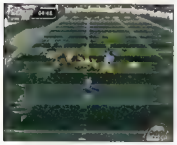
Players: [illegible] • **Availability:** August • **Developer:** Square • **Publisher:** Square EA • **Genre:** [illegible]

NFL GameDay 2001

Players: 1-8 • **Availability:** August • **Developer:** 989 Sports • **Publisher:** Sony CEA • **Genre:** Sport

Mat Hoffman's Pro BMX

Players: 1-2 • **Availability:** Now • **Developer:** Runecraft • **Publisher:** Activision • **Genre:** Extreme Sports



NCAA GameBreaker 2001

Players: 1-8 • **Availability:** Now • **Developer:** 989 Sports • **Publisher:** Sony CEA • **Genre:** Sports

Next Month's Demo Disc

Playables:

Bust-A-Groove 2, Sno-Cross Championship Racing, Muppet Monster Adventure, Team Buddies, RC Revenge, Sydney 2000

Non-Playables:

Spyro: Year of the Dragon, Crash Bash, Rayman 2

Grind Session

△	Grind	L1	Spin Left
□	Flip	L2	Free Look
○	Grab	R1	Spin Right
✕	Accelerate/Ollie	R2	Tech Bonuses

Players: 1-2 • **Availability:** Now • **Developer:** Shaba Games • **Publisher:** Sony CEA • **Genre:** Extreme Sports

Kickin' It With Style

In and of themselves, regular old grinds aren't very exciting. But when you string multiple grinds together and combine them with a kickflip here or there, it can be just as impressive as a killer aerial trick. Just be mindful of your balance meter so you don't biff.

What is it?

[illegible]

What to expect in the full game:

A total [illegible]

Our advice

[illegible]

haircut (we prefer the unkempt look of Ed Templeton). While in New York [illegible] in the grind combos, as the course lacks an ideal area for s[illegible] aerial tricks. Rack up your score with grind combos so you can get the necessary Respect Points to open up Slam City—then go to town in the Triple Crown of skateboarding competition: street, vert and best trick.

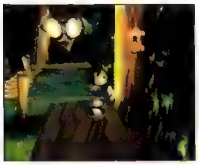
***OPM* psychic sez.**

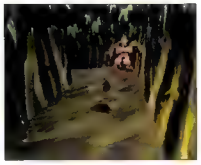
For a good year now, a most every magazine on the planet has had no less than 23 monthly mentions of Tony Hawk's Pro Skater (and for good reason). Since Grind Session delivers the terrain, imitation comparisons are inevitable and it appears that the old theory is again proven true. A[illegible] not quite as sharp as the original (either, it [illegible] darn close), [illegible] for *OPM*'s full review.

The New Faces of Skating

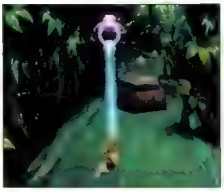
We all know who Tony Hawk is (and if you don't, go read *OPM*'s in-depth interview back in the July issue). But who exactly are the featured skaters in Grind Session? As you might expect in the skateboarding culture, there are quite a few distinct characters. According to his Web site (www.edtempleton.com) Ed Templeton enjoys veganism and painting his wife in the nude. Cara-Beth Burnside is an Olympian snowboarder and a 1998 X-Games champion, as well as being a rather competent skateboarder. Born in the Philippines, Willy Santos had to resort to skating on decommissioned U.S. Air Force bases. And the man they call Pigpen? A mystery wrapped up in an enigma wrapped up in a flour tortilla.

Rayman 2: The Great Escape





[illegible] The demo [illegible] but is a good [illegible] Practice hel[illegible] going to land), and [illegible] crossing the [illegible] of the dual analog set [illegible] jumping and atta[illegible] but leaves a bit more [illegible] than using the original method. The completed ver[illegible] and [illegible] and [illegible] remarkable how [illegible] hardware. Rayman [illegible] standards reached by the other systems. Platforming fans are in for a trea[illegible]



Impassable abyss? Just hurl some energy and swing to safety.

△ Show Status	L1 Rotate Camera	Players: 1 • Availability: September
□ Shoot	L2 Target Enemy	Developer: Ubi Soft • Publisher:
○ Not Used	R1 Rotate Camera	Ubi Soft • Genre: Action
✕ Jump	R2 Not Used	

Dave Mirra Freestyle BMX

[illegible] Dave Mirra [illegible] Freestyle BMX. [illegible] Tony Hawk [illegible] speed [illegible] pad and the [illegible]

[illegible] The square button is for [illegible] The Circle button serves [illegible] What to [illegible] R1 [illegible] BMX stand out [illegible] BMX [illegible]

△ Grind	L1 Spin Left	Players • Availability
□ Big Air	L2 Spin Left	Developer • Publisher
○ Modifier Trick	R1 Spin Right	• Genre
✕ Jump	R2 Spin Right	

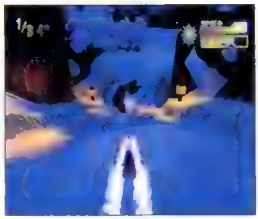
Ms. Pac-Man Maze Madness

Since last year's Pac-Man [illegible] half gets her [illegible] Pac-Man [illegible] again [illegible] The demo offers the first stage, which for you seasoned pac-ophiles will seem rather elementary, but gives a good taste of the overall game. The [illegible] offer tournament style [illegible] to replayer match [illegible] original Ms. Pac-Man arcade games. Most of the [illegible] paid [illegible] Maze Madness. When [illegible] takes for the ghosts to respawn and [illegible] factors one must consider. Want our advice? Eat the [illegible] and avoid the ghosts. It may seem simple, but that advice for [illegible]

△ Zoom In	L1 Not Used	Players: 1 4 • Availability: August
□ Zoom Out	L2 Display Status	Developer: Namco • Publisher:
○ Zoom In	R1 Not Used	Namco • Genre: Action
✕ Zoom Out	R2 Not Used	

Tyco R/C Racing

Either every single person on this planet love[illegible]



△ Change Camera	L1 Special (with R1)	Players • Availability
□ Quick Turn	L2 Not Used	Developer •
○ Use Pickup	R1 Special (with L1)	Publisher • Genre
✕ Accelerate	R2 Not Used	

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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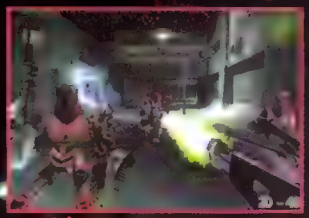
PlayStation 2

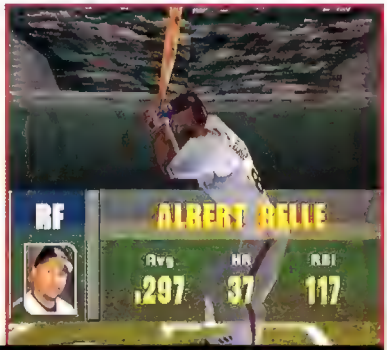


From the creators of GoldenEye

Death has never been faster.

The fastest first-person shooter ever made for a gaming console.

TimeSplitters, Rare, Rare logo, Rareware, GoldenEye, Perfect Dark, Jet Force Gemini, Banjo-Kazooie, Banjo-Tooie, Conker's Bad Fur Day, Kameo, Eidos, Eidos logo, Eidos Interactive, Eidos Interactive logo are trademarks of the Eidos group of companies. ©2000 Eidos Interactive. Eidos Interactive and the Eidos Interactive logo are trademarks of Eidos Interactive Corporation. All rights reserved.



LETTER OF THE MONTH

Do you think you have what it takes to write the Letter of the Month? Send us your video game expositions (you don't even have to agree with us!) and you too could win an official *OPM Box Of Joy.*

Copycat RPGs?

[illegible]

PmikeEEE@aol.com

Check out the mini-feature in our Spin section ("If We Ran the Games Industry...") to see what we think of the current state of RPGs and other genres, and what companies should do to make them better.

Raggedy to Riches

[illegible]

Alecat15706@aol.com

That was merely our attempt to emulate the show and its occasional error, like in the Great Lakes fiasco during *Millionaire's* opening run. OK...so maybe Chris goofed. He's been punished accordingly, forced to watch a marathon of that "other" Regis show until he's seen more interviews with Celine Dion and Susan Lucci than any human being should rightfully be subjected to. He won't let it happen again.

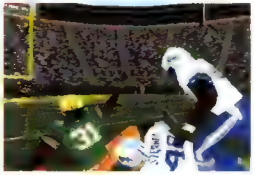
Cruel Intentions

[illegible]

Christopher Taber
cbtaber@students.wisc.edu

Screen Caption Contest

[illegible] **OPM@ziffdavis.com** [illegible] **CAPTION CONTEST** [illegible]



WINNER!
Hey, watch it, buddy. I'm not *that* kind of Packer!
Christopher Taber
cbtaber@students.wisc.edu

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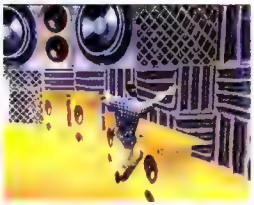
Mike Slavin

Your cruel, sadistic ruse inspired us. Following your lead, we pasted some huge screenshots of Silent Scope (see this month's PS2 Previews) around fellow editor Todd Zuniga's cubicle, and told him the snipers were after him. As far as we know, Todd is still cowering under his desk in fear for his life.



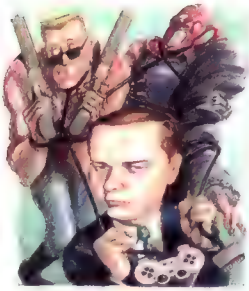
Axe to Grind

Frisch6969@cs.com

Certainly Grind Session is no Tony Hawk, but it's still a good diversion for gamers desperate for some new skating challenges. Admittedly, a finished Grind Session doesn't hold a candle—or half-pipe or knee pad or whatever—to the version of Tony Hawk 2 that's been floating around the office.

Come On, You Boobs!

Anthony.good@dot.state.wi.us



QUESTION OF THE MOMENT

This month you discuss Jim Ryan's crusade to enforce video game ratings. Next month, we'd like to turn your attention to the PS one. Will you buy it? And will you still play PS one games when the PlayStation2 arrives?
E-mail your thoughts to OPM@ziffdavis.com.
Mark your notes PS one.

Colleen Johnson

William Gonzalez

Ron Rodriguez Jr.

Robert Foss

QUICK HITS

HELLA GELLAR
Are you guys going to keep running Sarah Michelle Gellar pics? It would be a cool trick if you did.

It's not just that she's a real beauty. More importantly, she's actually in a video game.

SPIDER-MANK
What are the chances Spider-Man will be a secret character in Tony Hawk's Pro Skater 2?

We'd love it, but it's not likely. Maybe it's a contractual thing with Marvel, or maybe the hard-core skaters don't want a web-slinger in the game. We'll keep you posted.

LEAD TIME
How long does it take to write an issue?

We're going to stay ... a secret.

BIG MAG MAN
You're magazine is floppy and hard to hold.

What you've proposed to using two hands to hold a magazine? A bit of simple math shows that bigger pages hold more game-related information.

"I'd rather have my hand in a blender, my head pooped on by a monkey and my legs covered in acid than play three seconds of that crap."

women at the top of the page, not to men t on the person they're standing w th. I not to show off cleavage? Please give it a rest don't buy *OPM* to catch a glimpse of well .et's just say, I rely on *OPM* to give me good gaming tips, reviews and articles I through the whole issue and never once shut out or disgusted
Marianne Campbell
Maricam@pacbe.l net

There's no question the video game market has, for a long time, been male-dominated. But as the audience changes and grows up (which is definitely for the best), so do we.

PS2 Perversion

don't know what the heck these Vivid perverts are thinking! I'd rather see action packed RPGs and high-speed racing games than stupid porn games on the store shelves and on the Internet That's ust what I think but I have a feeling a lot of kids my age are thinking the same thing Putting M-rated games out of stores is another thing, Res dent Evil and Grand Theft Auto are really good games, but both rated M
atktiger@cs.com

We're certainly curious about the directions the PS2 will take the gaming market. But we're also well aware that the inclusion of a DVD player makes the system more than just a games machine, as Vivid is out to prove. Only time will tell what happens.

$9.99 Nightmare

What the hell were you guys on when you reviewed Spec Ops? You guys were w-w-way too generous One whole disk? I'd rather have my hand n a blender, my head pooped on by a monkey and my legs covered in acid than p.ay three seconds of that crap I would give it -500 disks if it were possible
Soul_reaver32@hotmail.com

We're currently looking into a -500 disc rating for instances such as these.

Let Them Play! Let Them Play!

am writing because I strongly disagree w th Michael Bell's letter in the July 2000 issue of *OPM* My children are d scovering v deo games, but th nk games like Crash and Spyro are sissy game and kiddie I like gam my kids I love th Crisis and Tenchu and I m getting at is this Let kids play w want to play If they want to kill peopl games, why not let them smart, they know the d games and real life And even you, Michael said using violence in games s str ing for you What about k ds? relieve stress for them Michael, you your children and I'll teach mine bu God s sake, let kids have fun with games and let them play what they want
Nick Perreault
Beulah, ND

PC on PS2? No Way

A d of mine who I've known to make up heard the PlayStation2 could play com any truth in this or
Layton
Glen Ellen CA

We hate to be the bearers of bad news, but that unpleasant odor is the crap from your buddy's mouth. If you read *OPM* every month you wouldn't be so easily duped.

THE SOAP BOX

Recently I bought a bunch of older first- and second-generation titles, and in all honesty I'm more impressed with some of these older titles than I am with the new ones. I'm running through Final Fantasy VII for the third time and it's still stunning to me. Some of the game makers are, I think, looking back to make today's titles better. The Legend of Dragoon has taken some major cues from the Final Fantasy series and produced a Class A title that every good role player should own. I've also run through Metal Gear Solid and some of the Resident Evil titles—and if one hasn't yet picked these gems up, go out now and do so! I bought the entire series for under $40 and it's been worth every cent.
Coarey Trim
AFewCoins@aol.com

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX

QUICK HITS

SPLELING
You are compleat idiots.
Marianne Parker

Oh, the irony...

SPITOONS
If they want baseball games to be so realistic, then why don't they give players the ability to spit?
Mike Connors

No response can logically counter the genius of this question.

HEADERS' MOST WANTED

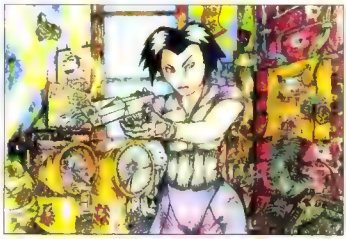
1. Final Fantasy IX
2. Metal Gear Solid 2
3. Chrono Cross
4. Silent Scope
5. Tekken Tag Tournament
6. Spider-Man
7. RPG Maker
8. Soul Reaver 2
9. Gran Turismo 2000
10. NHL 2001

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED

Mark Anderson, Cleveland, OH

The Reader Art Challenge

Each month we pick


Jian Bastille, New Orleans, LA

Official Contest and Sweepstakes Rules

PHYSICAL SCIENCE™

blood > drive > logic >

apparel spring..Ø1
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www.phys-sci.com

PS one™

You really won't believe it until you see it. You've read about how small it is, you've seen the dimensions, and you've heard people say how diminutive it is, but until you actually see it, feel it and hold it, you can't appreciate how precious the PS one really is. Provoking all kinds of responses, from "aww, ain't it cute!" to "ohm god, it's sooo tiny," our newly hatched PS one in the office has become something of a secret pleasure to everyone on staff. People just keep picking it up and smiling. The picture over there on the right hand page is a full size PS one. Really. Those of you familiar with some of Sony's more luxurious products, like the recently released DVD Discman, will no doubt notice that it's not much bigger. **No deeper than a CD case** and only a little bit wider, the system is about as small as you could imagine it ever getting. How did they do it? Well, thanks to the technology for PS2, the guts of the PlayStation now take up hardly any room at all. Factor in the fact that the power supply unit for the system now sits outside of the box, rather than in, and there's not much left to take up the space. Now that PS one is in production, **it will completely replace the familiar PlayStation unit.** Stock that is in distribution and in stores at the moment is pretty much the last of the current generation. Not that the old PlayStation is going to be a collector's item or anything. **There are now 73 million PlayStations in the world**, and Sony anticipates selling another 8 million before the end of the year. U.S. release dates and prices have not yet been set, but expect it to appear in stores before the PS2. We'll keep you posted on the price. In the meantime, enjoy its immense cuteness, and check out the system compared with the existing unit below.

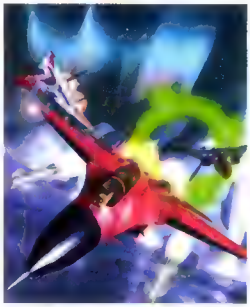
What about that LCD screen?

Not set for release until early next year, the new screen for the PS one is going to completely change the way you can play with your PlayStation. Clipping to the back of the unit, the screen will allow you to play your games away from a TV. The intention is not to make PS one a "portable" like Game Boy or Neo Geo Pocket Color, but more like a "mobile" device to played in the car, on camping trips or when travelling on a plane. The new power supply setup allows you to power the system from a outlet in a car or (feasibly) from some kind of battery pack. As with the system itself, there is no U.S. release date for the screen yet. We'll keep you posted.

SPECS

Height: 38 mm
Width: 193 mm
Depth: 144 mm
Weight: 550 g

Original WipeOut Crew Take On the PS2



OPM: Are you working on a sequel to N.GEN Racing now that the PS2 is available?

OPM: As you've worked more and more with the PS2 hardware, what are some strengths and weaknesses that you've come across?

NH: PS2's hardware is excellent—its only real problem is that it couldn't

OPM: What of the problem of jagged edges ("jaggies") found in early PS2 games?

NH: All the stories [illegible]

OPM: Are you guys really into racing games?

OPM: What are your plans for the PS2? Can you give us a little bit of info on your first game?

MGS2 DVD by the Numbers

326
# of times people forgot it was a video game

143
of "holy sh—s"

7100:1
Ratio of raindrops to spent bullets (and there were lots of empty shells)

27
# of bottles of good cognac shot to oblivion

14
# of grisly bullet-heavy, blood-splattering deaths

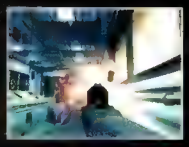
3409
# of kids now planning to purchase fake IDs saying they're 17 (MGS2 is M-rated)

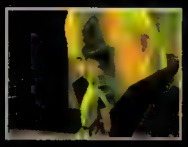
2
# of people who still believe that the first Metal Gear on the NES is superior to MGS2

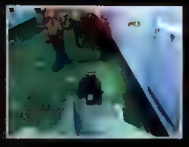
42
# of visible split ends in Snake's mullet

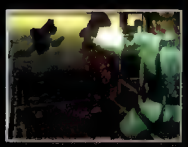
108
# of people who broke into tears

Metal Gear Solid DVD Wows Japanese Viewers



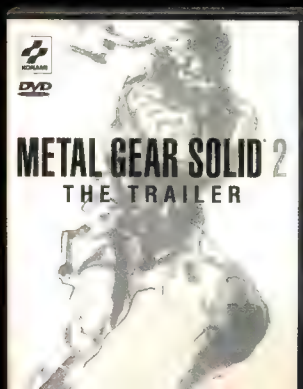


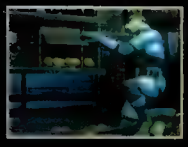


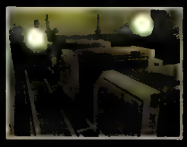


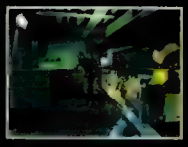
As if we weren't excited enough...

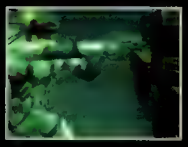
Lucky Japanese gamers are now able to see the Metal Gear Solid 2 trailer that we've been raving about so much since this year's Electronic Entertainment Expo (E3). Konami recently released its MGS2 DVD in Japan, and we just had to pick up a few copies. Along with the mind-blowing MGS2 trailer comes lots of E3 crowd reaction and interviews. There's also some behind-the-scenes footage of Hideo Kojima (Metal Gear's creator) at the show. It's too bad this won't be coming out in the U.S.!

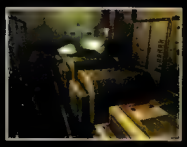


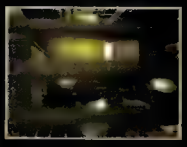












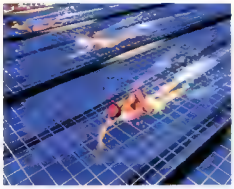
OFFICIAL VIDEO GAME

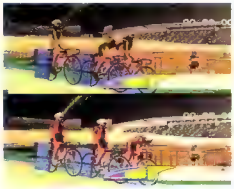
His legs take him 200m in 19.32 seconds.

Time Gold Medalist Michael Johnson

How fast are your fingers?

12 Challenging Events • 32 Countries • 4 Modes: Head-to-Head, Olympic, Coaching, and Arcade • 2 Gold-Medal Commentators





LET THE GAMES BEGIN, MATE.

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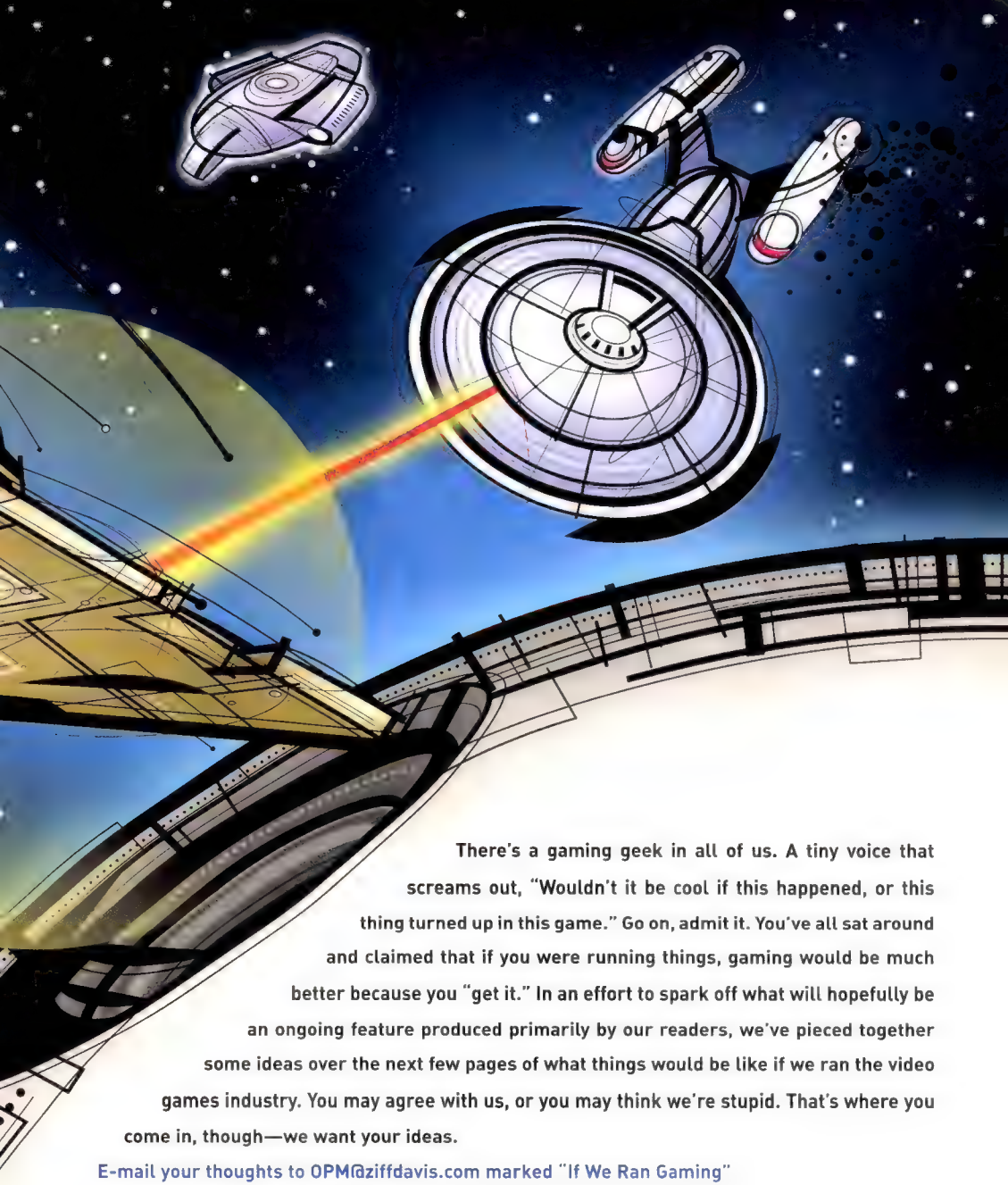
I'VE RAN THE
VIDEO GAME
INDUSTRY



There's a gaming geek in all of us. A tiny voice that screams out, "Wouldn't it be cool if this happened, or this thing turned up in this game." Go on, admit it. You've all sat around and claimed that if you were running things, gaming would be much better because you "get it." In an effort to spark off what will hopefully be an ongoing feature produced primarily by our readers, we've pieced together some ideas over the next few pages of what things would be like if we ran the video games industry. You may agree with us, or you may think we're stupid. That's where you come in, though—we want your ideas.

E-mail your thoughts to OPM@ziffdavis.com marked "If We Ran Gaming"

Illustrations by Pixel Pushers Design

SPIN

Look, Snake, that mullet is frickin' ridiculous, it's time to get a new do

Understand the Limitations of PS one

Let's face it, there are some crappy-looking games out there right now. The PS one has been around for five years, and [illegible] by now. Why bother? The guys at Novalogic have already done a remarkable [illegible] solid 3D engine for the system, and it's apparent that it can be adapted for all sorts of tasks. We have their phone number if you'd like to get in touch. After graphics, why not take a look at what the system is actually capable of and design around that?

Build the Perfect Mascot

When it comes to gaming icon and pop-culture heroism, Crash is well on the way, but not quite in the same league as some of his competitors on other systems. Now he's sleeping under a Band-Aid bed sheet just yet. Here's our quick guide to video game superstardom:

1) Must appear in several titles without reaching overkill (action platformer, adventure, RPG, fighting, puzzle, sports and racing)
2) Must survive across system generations
3) Must appeal to all ages
4) Cute, but butch enough that guys appreciate it
5) Sense of humor/sex appeal

Mascots in waiting? Mr. Driller could have what it takes, after [illegible] midget with a huge power tool? Alternative lifestyle practitioner [illegible]

Let's Get Some Style

Snake, that mullet is frickin' ridiculous. It's time to get a new [illegible] imbued with a sense of style, locked in a bypass [illegible] isn't the haircut of a hero. Tight, fitting spandex [illegible] Poison were rock heroes. Let's give our heroes and [illegible]

Variety Is the Spice of Life

In real life, you know, the thing that goes on outside [illegible] to do the dirty work. They also don't seem that everyone [illegible] guys aren't always buff. Or [illegible] actors we see in games. It wouldn't hurt to step outside the [illegible] from time to time either. Big robots are cool, but not in every game.

Blaxploitation

"Where you going, Shaft [illegible]

[illegible] and oddly, every movie situations and make 'em interactive? Driver and numerous others have tried, and on the theme (often badly [illegible] Let's jump in with some groovy, character-driven stuff, [illegible] and it's accidentally we didn't hit after all.

Celebrity Deathmatch

[illegible] we need something to spice it up. How many times [illegible] it's look before it gets old? How about we take [illegible] Wrestling engines and harness them to achieve [illegible] Let's go to the record companies and get some feel [illegible] Deathmatch style. Throw the Backstreet Boys in the ring to whale on N Sync's pretty little faces. It's a concept that works for MTV, and making [illegible] get the brains and the foot-and muscle to do it first?

Downloadable Stuff for Sports Games

We [illegible] need [illegible] completely new game for every sport every year. With the PS2 [illegible] PS [illegible] and when we need it. New rosters and [illegible] and real life stats [illegible] as the real season does.

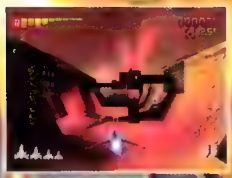
Music Games

[illegible] There are goons out there who [illegible] Konami BeMani [illegible] AsAP. But Artificial Intelligence should be stopped at the border.

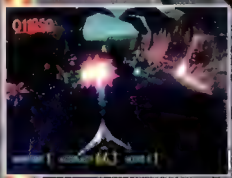
Better Endings, Dammit!

[illegible] to reach the end, and what do they get as a [illegible] Let's [illegible] endings. Sports games [illegible] a player works his way through an entire season or [illegible] appropriate?

IN SPACE, NO ONE CAN HEAR YOU SCREAM FOR YOUR MOMMY.



ALL NEW CHALLENGE STAGES

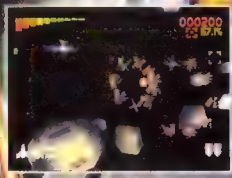


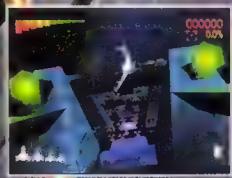
MULTITUDES OF ALIEN ENEMIES

Galaga

Destination EARTH

Wave upon wave of pitiless alien attack craft stand between you and an Earth worth living on. This is the all-new GALAGA. There is no diplomacy. No alliances. No sissy strategy. Just a warp-speed plunge into the teeth of a relentless alien armada. It's simple...destroy all spaceships...or run screaming into the cold vacuum of outer space. Consider yourself warned.





Mild Animated Violence

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Outdo EA Sports

Someone needs to take a fresh look at sports games and [illegible] new and different. At the moment everyone is just battling [illegible] same thing over and over again. If Konami or 989 are ever going to [illegible] see some more innovation. While the copycat updates each year [illegible] going to see the genre elevate beyond graphical tweaks and neat [illegible] videos. Just because EA Sports does it a certain way, doesn't mean [illegible]

Funny Games by Funny Dudes

One minute we're blowin' off zombies' heads, the next minute [illegible] dinosaurs. Wonderful games, fun elements, but *way* too serious. [illegible] industry really needs is a comedy. Why not have the Farrelly brothers [illegible] and *There's Something About Mary*) draw up a script involving [illegible] chasing dopily after a leggy dame? It's a simple film yarn that could easily be spun into a humorous game. And if you think the Farrelly brothers are too far-fetched [illegible] ing, why not give *Clerks* and *Chasing Amy* writer/director Kevin Smith a chance to plunge feet first into an RPG script? The long-winded chatterbox pokes lots of sarcastic, character-driven fun while heralding all the difficult angles of the human spirit.

Enough Extreme Sports Already!

Tony Hawk's Pro Skater may have revitalized the genre somewhat, but that doesn't mean we need to see a zillion copycat games that all offer basically the same thing. The next round of "extreme" sports are BMX games. Whoop-de-doo. And you know what? They're pretty much skateboarding games with a guy on a bike [illegible] instead. Just because X-games are cool, doesn't mean [illegible] X-games are. If we have to be subjected to the genre quite so much, let's see some more clever adaptations like Sega's awesome Jet Grind Radio.

Crossover Appeal

One way to potentially spice things up is to take different franchises and bring them [illegible] one roof. It's worked for years in the comic book industry, and sci-fi [illegible] have been gagging for an Alien Vs. Predator movie for as long as anyone here [illegible] member. Crossovers rule. Let's see some neat ideas. Here are a few of ours: [illegible] Indiana Jones [illegible] Wars vs. Star Trek

[illegible] Bash: Sony characters vs. Sega characters vs. Nintendo characters

[illegible]

[illegible]

[illegible]

[illegible]

The Real World

Enough with busomy Lara Croft types who raid tombs. Where's the realism in that? And forget about Solid Snake skulking around trying to save the world from ruin. Let's take it [illegible] We want truth and real characters. Here's an idea: The workaday [illegible] diver by day, barfly by night. A blue-collar hero carousing at the [illegible] the not-so-dollfaced bartendress, Sandy. Only Jake's a lad [illegible] Johnny Depp, and diving into sewage doesn't pay so [illegible] and Jake turns to the darkside in the name of chivalry. He [illegible] d Snake please stand up?), and starts handing [illegible] Sandy. The antagonist? Kirby Donkeypunch, the loca[illegible] the murders. If Jake is exposed as a thief, he'll be [illegible] and he'll be humiliated in front of his [illegible] We're tired of the beauty and media-driven per[illegible] We want [illegible] We want the gaming equivalent of an old, film

STAR TREK
invasion
Follow orders from Lt. Commander Worf as you lead a squadron of elite fighter pilots into battle against fierce enemies.
Amazing graphics and effects will put you in realistic 3D combat. A huge selection of awesome weapons come in handy as you pilot a Valkyrie fighter or take the hot-seat to defend larger ships.
Play as a single player with squad support or go head-to-head with your friends in hand-to-space combat.
INTERGALACTIC COMBAT
GOES WARP SPEED!
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MILD
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PlayStation
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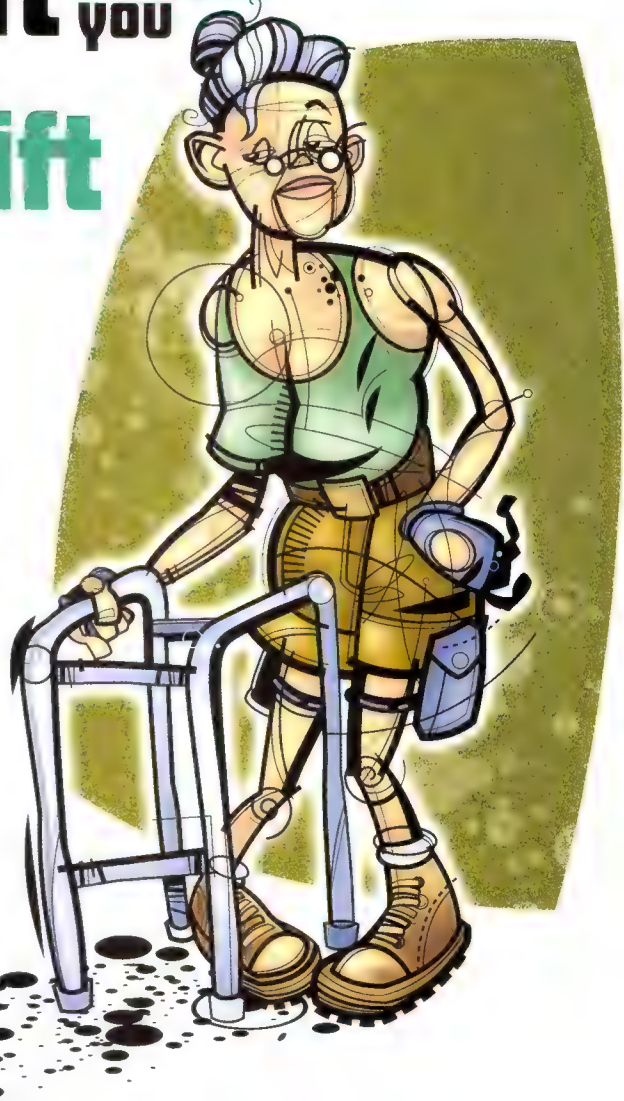
Hey, Eidos, no more Lara Croft unless you give her a facelift



Freshen Up Some Tired Franchises

unless you give her a facelift, eh? Running a
ing at her pixelated ass was cool a few years ago—
her doing something new. Same goes for a lot of th
Fifteen (wo to only two games) did could use a lick of
to another sequel. Let's see some new d
rk side, something you wouldn't expect. Let's b
tion into these games, make us feel someth
lets give us something to bond with. If a long stand
off with a scene that genuinely shocked you, you'd be comp
all the way through.

Don't Forget the Good-Old Days

W ever happened to th
the turbo button actually,
amazing effects.

Hawk-Man Cleans Up Streets

To
by
down
down
ridiculous, but it's pretty much bial
you unlock the Antarc
Cream's instead of a ming for a bul s-eye. We smell a million-seller

No More Random Battles!

There
pretty
RPGs
something sparks
but
when you
pre
a fight with a
ings. Fans
Fantasy wannabes
the game

Danger Never Looked So Good!

COLLECTORS ITEM!
Manual features exclusive character sketches, bios and artwork from the creators!

3rd person action-adventure has never been sexier with DANGER GIRL, the only videogame based on the best-selling comic book series by J. Scott Campbell and Andy Hartnell.

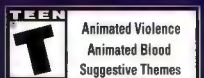
Dare to take control of 3 beautiful yet lethal Danger Girls in an espionage-themed thrill-ride deemed too dangerous for any man to handle!

Varied modes of play: stealth, sniper and more

Dozens of weapons (whips—need we say more?)

Original art by the creators

Classic Danger Girl signature moves



Animated Violence
Animated Blood
Suggestive Themes

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Which franchise will outstay its welcome first: Sammy Sosa? or Army Men?

Let Us Shoot at Something

For crying out loud, video games get enough crap when it comes to violence. Are light guns really the work of Satan? Let's stop tiptoeing around the issue and release a decent light gun game. It's not like it's a new concept or anything. There was a gun with the original NES, and there were light gun arcade games before that. Right now, the future looks bleak (we hope!), with the upcoming Wild West shipped without the eponymous gun support and Silent Scope lost the keypad.

Return to Old-School Values

How about we see some variety in presentation, storyline and gameplay mechanics for RPGs? Right now the formula is getting pretty staid, some tortured soul has to wander around a distant land in search of some kind of mystical sword/chalice/pixie hat/giant robot foot, while interacting with a host of stereotype characters with dumb names. Random battles ensue, tortured soul goes through some kind of epiphany and realizes that he's actually a good/nice person/spawn of the devil, and proceeds to seek redemption for all the naughty things he'll everdone. Sound familiar? Let's see some ideas that ape stories or presentation styles from long, long ago. Ah, not get some real writers involved to piece the things together? How about a return to the old days when you actually had to build your character from scratch?

Stop Beating Us Over the Head With It

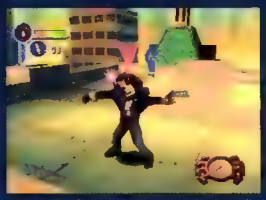
Which franchise is going to outstay its welcome first: Army Men or Sammy Sosa? Gamers don't need to be beaten into submission with big franchise characters. There doesn't have to be a game with the same brand turning up in stores every few weeks. If it's a bad idea and doesn't sell, it doesn't matter how many times you club people with the branding. It's not going to suddenly become a good idea until there's a good experience to back it up. Some series get lucky—the upcoming Army Men Air Attack 2 is a great game that vindicates some of the poor Army Men crimes, but there are other franchises out there that just need to go away.

Sex, Sex, Sex

We're not advocating pornography, just a little eroticism. We've discovered that people everywhere are having sex and they've been doing it for quite some time. Sure, puritanical zealots around America will say, "No Sexual Conduct in Video Games." But, come on, people, we're adults. Think about popular culture. There's not one *Sopranos* episode that screams by without a pit stop at the Bada-Bing (the local strip joint). And look how popular that one got. Steamy romance novels, too, are (somehow) at the forefront of several reading lists. Want women to game more often? Why not try tossing in some sexual tension? If the PS2 plans to bring games above and beyond with the promise of an interactive experience bridging all age and gender gaps, then let's show more than just a little skin after you've successfully escaped a life-and-death situation. On the silver screen, at least, living through a perilous time equates to a man lying atop a woman, lips locked. And while we're on the subject, let's not ignore sexual preference. Where are the gay characters? In the real world there happen to be gay people, yet there are no gay characters in games. What's that all about?

"...the best superhero game ever..."

OPM
August 2000



SPIDER-MAN

YOU DON'T JUST PLAY IT... YOU LIVE IT

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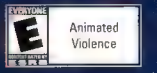


Screen shots taken from PlayStation game console gameplay. MARVEL and SPIDER-MAN: TM and © 2000 Marvel Characters, Inc. All rights reserved. Published and distributed by Activision. Activision is a registered trademark of Activision, Inc. © 1999 Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Game Boy, the Game Boy Color logo, the Nintendo Game Boy Color logo and the Nintendo 64 logo are trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks and trade names are properties of their respective owners.

ORSON SCOTT CARD

WHAT ABOUT MY DOG?

Look, I know that Sony doesn't care about me. I'm 48 years old. My reflexes are slow. My fingers aren't particularly nimble. They didn't design their game controller for me. And I accept that.

So it's not about me. It's about my dog. Where's his controller?

OK, I know, the dog doesn't care what's going on when the PlayStation is running. And even if he did, what are the odds he'd ever win? I'm not suggesting that pets should actually play the games—not the games we play. Nor am I suggesting some wacko company put out a bunch of games for people to buy for their pets. No, I'm saying that there should be a controller to allow me to play against my dog.

No, no, stop groaning. This isn't my attempt to get a really dumb opponent. I'm semi-serious here.

In all these games, when we play against the computer, the designers do their best to randomize our opponent as much as possible. They do this so that multiple play experiences aren't completely identical. Something changes. But really, not very much. From place to place, from level to level, you run into the fact that computers are machines. Software is a script given to a machine. And when we play games against computers, eventually we run into the limitation of the computer's fundamental stupidity.

That's where my dog comes in.

What if there were a controller that played upon things my dog likes to do? He rubs up against doorframes, for instance. He licks things. He chews things. Couldn't there be some kind of controller that would respond to a dog's bite or lick or rubbing? Or a cat's scratching or playing? Or even the movements of goldfish inside an aquarium? The game would be designed so that pet-controlled input could create true unpredictability in the movement of the opponents. There would be no trick, no clue, no workaround. You would have to get past a group of opponents who could, given the right input from your pet, defeat you. But, should your cat be sluggish with the fake-mouse cat-pad, you could fight your way past.

Different kinds of games would implement pet input in different ways. What matters is that neither you nor the designer will know in advance what your pet will do.

Your pet might not be very bright—no offense, Dog—but he's a heck of a lot smarter than your PlayStation—no offense, Sony.

But, until somebody wises up and gives us pet-operated game controllers, you'll have to continue to make do with the only semi-intelligent opponent currently available.

Your little brother.

Orson Scott Card is the author of *Ender's Game* and many other award-winning novels. You can read the first five chapters of the next Ender book, *Shadow of the Hegemon*, at his Web site, www.hatrack.com

Kuju Races the PS2

[illegible] Kuju developer Kuju Entertainment is taking the next generation [illegible] series pretty seriously. Having [illegible] ed both Sony and Microsoft [illegible] tech demos for the new generation of consoles, Kuju is now [illegible] working on the most promising [illegible] Xbox. The studio has two PS2 projects in the works. A racer by the name of Lotus Challenge for Interplay and another game that we can't talk about yet. OPM sat down with Kuju's Simon Baverstock, head of development; Adons Stevenson, Lotus technical director; and Adons Stevenson, development project director on Lotus Challenge. To hear what the latest in Kuju and

OPM: Why partner with Lotus?

Adons Stevenson: The main reasons we approached [illegible] wide range of different [illegible] the fantastic [illegible] and Lotus's long history. We didn't want to just do a [illegible] current range of [illegible] everything, including Formula 1 cars—so we've even have a F1 section in the game. The game will feature all of the six of these racing F1 [illegible] concept cars.

OPM: What makes the PS2 so enticing to you?

Julie Davis: The PS2 has a radically different architecture than any previous or current generation game console. Although this gives the developer far more control of the underlying hardware. There are either two or six different processors on the PS2, depending on how you count them, and passing data between them. Having learned the capabilities of these processors, and understanding how to program them, the challenge is to design the game to balance the load between them. I expect that we'll make a pretty good stab at this time, but over the next year or two, we will continue to refine our techniques, and games (and everyone else's!) will [illegible]

[illegible]

OPM: What of the talk about PS2 being hard to develop for?

Julie Davis: Speaking from our [illegible]

[illegible]

OPM: Your last game was Eagle One for the PS. Any thoughts on doing a PS2 version?

Simon Baverstock: We are certainly looking at [illegible] opportunities in this area. We feel that PS2 [illegible]

OVERHEARD: POLICENAUTS

"Konami was, but not anymore. We're just not doing it."

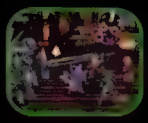
—Konami's **Scott Dolph** [illegible] bringing over Hideo Kojima's Policenauts to the U.S.

The battle begins when life ends.

Ragnarok, the apocalypse, is approaching. Your ultimate purpose will transcend life itself. From the creators of 'STAR OCEAN: The Second Story' comes Valkyrie Profile™, a stunningly beautiful RPG adventure with a story like none before.

Your mettle will be tested as you face tormenting decisions involving powerful issues of love, death and revenge. Destiny hinges on your choices, and your ability to recruit and train the souls of fallen warriors for a war between the gods.

Heed the call. And find out why death is only the beginning.



ENIX
www.enix.com

PlayStation

TEEN
Mild Animated Violence
Mild Language
Suggestive Themes

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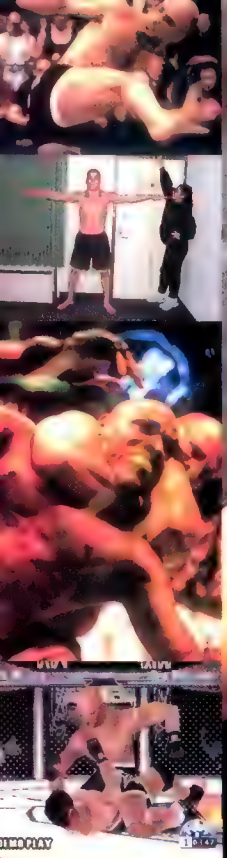

HIT ME

Megadeth's sports anthem sets the tone for UFC

OPM sat down with cool-as-ice Megadeth bass guitarist Dave Ellefson before a recent show in Concord, California. Their song "Crush 'Em," from the *Risk* album, will appear in Crave's upcoming UFC game. They've also been working on their new *Capital Punishment* album. Here's what Ellefson had to say about games, music and the UFC.

OPM: What do you think about "Crush 'Em" being the title song for the UFC game?
Dave Ellefson: It's a huge compliment. We wrote it to be a sports anthem, and particularly something that would be a replacement for Gary Glitter's "Rock & Roll." It's a universal song that could be used for any sporting event—but fits the more manly, crushing events.

OPM: Do you guys play games at all?
DE: Not much lately. I was into Nintendo years ago. Back in the early '80s we had a drummer that got me really into playing Nintendo, so I had the Nintendos, the GameBoys. But recently, not that much.

OPM: Will you pick up a PlayStation2 when it comes out?
DE: Actually, I'm thinking I should get a PlayStation 1 first. My children are real young—my oldest is 4—so they're not at the age yet to be playing games.

OPM: What's new about the *Capital Punishment* album?
DE: With every record we've always tried to break new ground for metal music, or rock music in general. And certainly for ourselves we always try to do it. With *Risk* we probably went as far left as we'll ever get in terms of doing melodic stuff. I think we really pushed the boundary as far as we'll ever go with that. To me *Capital Punishment*—which won't be out until fall the way it's looking right now—is probably the best of the best of what Megadeth does. You know, full bone-crushing riffs, the double-bass speed metal, and melody. It's like we're copying ourselves 10 years later. But hopefully better.

OPM: How long did it take to put together?
DE: Not very long. We started writing some songs back in December and worked through March, and then went in the studio in April. So pretty quick.

OPM: You have kids. Are you worried about violence on TV and in games?
DE: My kids are young, but I certainly keep them away from any television. I basically don't let my kids watch any regular broadcast programming. I mean, age-appropriate stuff is fine. I know when I was growing up, my parents weren't fanatical about what I could and couldn't watch, but I know they didn't want me watching any R-rated stuff—you know, with sex and violence.

OPM: Have you seen any of the UFC?
DE: It's pretty gnarly. It's funny, because we'll be surfing the channels in the hotel and suddenly you see it. The first time I saw it I thought it was pretty insane. It's the kind of sh— you hear about, the kind of sh— you think about, but you never imagine actually seeing it go down.

THE UFC GAME

So what's UFC like as a video game? Here's the skinny. Once the match begins, there's no messing around. You can kick, punch and knee your opponent, or pin him down and bloody up his gums (there are now more than 3,000 moves and 30 different fighting styles, including jujitsu and shootfighting). Now, just because the UFC isn't as popular as the WWF, don't think this game is being pieced together by yokels that don't know squat about going toe to toe. Opus, the developer, has among its credits Fighter's Destiny and Osaka Bay Battle. What's more, current team members have worked on Tekken and Ehrgeiz.

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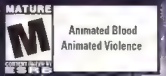

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PlayStation
TEEN
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Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palethorn's sinister spell has unleashed a host of [illegible] London. It's up to Sir Dan to destroy them with his lethal arsenal – Gatling guns, torches [illegible] Sir Dan's facing a deadly challenge. He's [illegible] a ghost and his [illegible] [illegible] Horror. After all, a gun can't save the world without [illegible] alone.

MEDIEVIL II

A GOTHIC JOURNEY TO DIE FOR.

FF9 Madness!

Final Fantasy IX was recently released in Japan, and just like all the other FF games, it's been selling like crazy. According to Square, more than one million copies of the game were preordered within 17 days of its launch. And on launch day itself, 2.6 million copies of the game were shipped to stores—with a majority of these selling through. Not bad, considering that gamers had to dish out around 70 bucks for it.

In U.S. FF9 news, gamers looking to get their hands on the FF9 soundtrack are in luck. Square has teamed with TokyoPOP to release it here this fall.

DAY TRIPPIN'

3DO's Trip Hawkins swings at the competition

EA's Triple Play was too arcadey, 989's Mobi was a rip-off of its former self, and 3DO's High Heat was graphically inept. With all this in mind, we sought out with Trip Hawkins, 3DO's [illegible] and CEO of the new Triple Play to find out how far [illegible] hardball. The outspoken Hawkins is an avid baseball fan who traded in his Dodger blue for Bay-area orange, would draft Alex Rodriguez first overall, and [illegible] of the competition's baseball efforts.

But is Triple Play a home-run game, or is it just baseball [illegible] Hawkins? The year before last, played that game on the most difficult setting and scored three runs in the first inning. Better yet, at [illegible] MS were the only team [illegible] [illegible] a bad [illegible] I don't have a problem with innovative arcade-style games, but if the customer's looking for baseball, that's not it.

We've all glimpsed three commercials with slammin' Sammy Sosa answering a cell phone and discovering that High Heat Baseball 2001 is "[illegible] real." Critics galore argued that the promised realism was buried deep beneath

[illegible] Were there some things that didn't fit on the PSX that you [illegible] put in the game for the sake of realism, had my programmers saved [illegible] team work on one title, and the genius and hero-ism of that team [illegible] technology. There's no selfish rock-star mentality with us. The games reflect that.

3DO's HH for PS [illegible] one of the best [illegible]

DATA STREAM

SNK Departs

Video game maker SNK has called it quits in the U.S. after dismal sales of its NeoGeo Pocket Color handheld device and recent PlayStation games. The company first began operations in the U.S. back in 1986. Japanese-developed SNK games will be distributed by other third-party companies in the U.S.

More NASCAR

EA's NASCAR 2001 for the PS2 isn't the only game in town. Hasbro has informed *OPM* that it's currently working on a version of NASCAR Heat for the PS2 that will be ready early next year.

Flaming Fists

Japanese publication *Weekly Jump* reports that a game is being made for the PS based on the *Fist of the North Star* anime series. It will feature lots of martial arts fighting.

Interactive MTV

Take-Two's subsidiary Broadband Studios has snatched up the rights to produce PlayStation software based on non-sports MTV programs. Does this mean we'll see games based on Celebrity Deathmatch and Road Rules? We'll have to wait and see.

GOSSIP, RUMOR AND SCANDAL. GAMING'S INNER SECRETS DUG UP AND SERVED WITH GRAVY

In the runup to this year's gaming silly season in October and November, most games execs seem reluctant to dish the dirt on upcoming projects. I have a secret weapon though...but I'm not telling you what it is. Needless to say, here's this month's gossip. As we get closer to launch we'll see *a lot* more info slip out.

GOD LOVES PLAYSTATION

Those of you with tastes in gaming that are broader than the PlayStation will no doubt have heard of a gathering of developers known as, um, **Gathering Of Developers** (humbly abbreviated to the acronym GoD), which primarily aims their products at PC gamers. All the teams that make up this collective have apparently been stung recently by crappy PC games sales and are now turning their talents to the PS2. No details have been announced yet, but this is further proof that the new PlayStation is proving to be the machine of choice these days.

JUMPING RABBITS

Rumor has it that a PS2 version of **Jumping Flash** is being touted around at the moment and could turn up as **a surprise launch title.**

GEX COMING TO PS2

While snooping around in the background when our boss did his Legacy of Kain duties this month I stumbled across a number of interesting facts concerning PS2 projects at **Crystal Dynamics**. It looks like it's not all vampires and Disney games for the boys and girls in Menlo Park. A new **Gex** game would appear to be in the works, set for release in 2001.

WHY GAMEDAY SUCKS

Apparently, the latest GameDay 2001 sucks so bad because the bulk of 989's attention has been [illegible] **GameDay for PS2.** [illegible] Madden PS2 [illegible]

Clish MacLaver Gossip Gossip

JET SET FAILURE

[illegible] increasingly [illegible] to see some of **Sega's** [illegible] **PS2.** [illegible] that **Jet Set Radio's** [illegible] in Japan (only 39,000 copies) has inspired many of Sega's recently liberated studios to investigate PlayStation possibilities.

SYSTEM SHOCK?

Warren Spector, the game design [illegible] Ultima [illegible] Deus Ex for [illegible] Stormfront [illegible] the PS2 for his next RPG adventure project.

EVERYONE'S FOR SALE

[illegible] **Eidos'** [illegible] another wave of **games industry paranoia concerning the convergence of the whole business.** Eventually, the fearmongers say, it will all go the way of the music [illegible] controlled by maybe half a [illegible] bad. Other rumors? **Acclaim** [illegible] **Midway** [illegible] the **EA** [illegible] **AOL** [illegible]

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HARDCORE FLEX

Dead or Alive 2 shows its muscle on PlayStation2

As we told you two issues ago, Tecmo will be releasing a new version of Dead or Alive 2 in the U.S. at or around the launch of the PS2. Titled DOA2: Hardcore, the game will feature some improved graphics as well as new stages, movies and costumes. We spoke with Tecmo's Team Ninja (the developers of the game) to discuss the new version.

OPM: When did you start work on DOA2: Hardcore?

Team Ninja: We started the development the very next day after we completed the Japanese PS2 version. American DOA2 fans should be happy to hear that many of the features that didn't make it to the Japanese version due to time constraints will be on the U.S. version. We carefully studied the feedback received from U.S. players of the Dreamcast version of DOA2 to formulate improvements for DOA2: Hardcore for the PS2.

OPM: What sort of [illegible] have you made for the game?

Team Ninja: We have totally remodeled the lighting and the camera system, in addition to adding morphing and motion blurs to the game.

OPM: What about the [illegible] Japanese version [illegible] DOA2?

Team Ninja: We WERE aware [illegible] much on the issue of "jaggies." Technically the jaggies can be easily eliminated by anti-aliasing, but it consumes the machine's power. If we fully execute the anti-aliasing the overall graphics quality will go down. We'll be utilizing the anti-aliasing function as long as it doesn't get in the way of achieving large-scale/high-quality environments that DOA2: Hardcore will be known for.

OPM: What's the deal about adding new stages?

Team Ninja: Totally new stages will be introduced to the Hardcore version. We took full advantage of the PS2's capabilities and created backgrounds that are super-realistic. But they're more than backgrounds—they allow [illegible]

OPM: Are the stages [illegible] Hardcore going to be all real-time?

Team Ninja: Yes, they will be. For now, we think the real-time model is one of the [illegible] technologies. [illegible] before [illegible] the game and stages.

OPM: Are you [illegible] PS2? [illegible] Are you [illegible]?

Team Ninja: [illegible] PS2 is a [illegible] for [illegible] powerful hardware power of the PS2 [illegible] believe is [illegible] the game.

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CHRIS GORE

FEEL THE RUSH

I know you've felt that rush. At the controls of a starship, your point of view staring right down the endless vista of some bizarre extraterrestrial world. Speeding along at tremendous velocity, you point your laser turrets directly at the alien attackers and blast away! Miss. Blast again! Miss and you suddenly hit the side of the cavern and lose half your wing, so you better start paying attention to piloting your ship. Blast! Now you've been hit and your shields are weak. And you know the secret to winning any shootout is to avoid getting shot yourself. Blast! Blast! Blast! Finally, you hit the target and the invader is splattered into a million pieces across the screen in front of you. Did you just play a level from your favorite shooter? No, you're watching *Titan A.E.*, a movie that feels like a video game.

It's no secret that Hollywood movies are taking their cues from exciting game sequences. *Titan A.E.* is just one example of a film that looks and feels as much like a game as anything on PlayStation. It used to be that games were influenced by movies, but now that gaming has become more and more a part of our culture, the movies are looking not only to games for inspiration but also to gameplay itself. Currently when any big summer movie is developed at a studio, the producers look at the script for any sequence that might lend itself to the inevitable spinoff game. They ask themselves, "Can this action sequence be made into a game level?" For *Titan A.E.*, the answer was a resounding "Yes!" In fact, the producers of the game look like they're big fans of Colony Wars, as this space shooter has plenty of the same type of action.

The Wachowski Brothers, the filmmaking team behind *The Matrix*, cited comic books as a source of inspiration, but the nonstop shootouts felt more like Doom, Quake or, better yet, Time Crisis. Neo's superhuman martial arts fighting was more like a bout from Tekken than any normal fight sequence.

The *X-Men* is another movie that was clearly influenced by gaming. You've got the good mutants and the bad mutants getting into fantastic brawls. The only thing missing in the film was the selection screen to choose your fighter to battle it out in three rounds.

Sure, there are some movies that would make great games, but how about some video game levels that would make great movies? And if you don't believe me, I have two words for you: Lara Croft.

Chris Gore is the editor of Film Threat, www.filmthreat.com, and the host of *The New Movie Show*, which airs on Thursdays at 10:30 p.m. on the FX Network. In his spare time, he solves baffling crimes as the costumed avenger known as The Weasel.

PlayStation Aptitude Test

Think you know your PlayStation games? Take The PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. Blood Omen: Legacy of Kain was released in...
a) 1994
b) 1972
c) 1996
d) 1995

2. Solid Snake's real name is:
a) Phil
b) Bob
c) Steve
d) Dave

3. Which was the first to be backward compatible?
a) Game Boy Color
b) PlayStation2
c) Atari 7800
d) 3DO

4. What was the name of the first interactive computer game?
a) Pong
b) Space Invaders
c) Spacewar
d) Gunfight

5. A character named Cid appears in which Final Fantasy game?
a) Final Fantasy II
b) Final Fantasy VI
c) Final Fantasy Tactics
d) All of the above

6. Which Crystal Dynamics game did NOT appear on PlayStation?
a) Gex
b) Crash n Burn
c) Total Eclipse
d) Soul Reaver

7. The Simpsons Wrestling is being developed by Big Ape Productions. Which of the following games did they NOT produce?
a) Zombies Ate My Neighbors
b) Episode 1: The Phantom Menace
c) Metal Warriors
d) Samurai Shodown

8. Which of the following ISN'T a playable warrior in the upcoming Tenchu 2?
a) Tetsuya
b) Rikimaru
c) Ayame
d) Tatsumaru

9. What percentage of video games have been rated "M" by the ESRB?
a) 7%
b) 27%
c) 14%
d) 69%

10. How much does a PS one weigh?
a) 500g
b) 550g
c) 600g
d) 650g

Do you have suggestions for PlayStation aptitude questions? E-mail your ideas to **OPM@ziffdavis.com.** Mark your message **P.A.T**

Answers
1.c 2.d 3.c 4.c 5.d
6.b 7.d 8.a 9.d 10.b

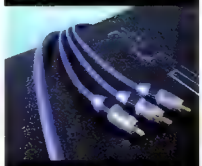
DATA STREAM

Smack This!

THQ is working on a WWF game for the PS2. Currently in development by Yukes, the guys who created WWF SmackDown!, the new game should be out next year.

Monster Created

Monster Cable, known for its high quality AV cables, has started up a new division called Monster Game. Its first focus will be the PS2, because of the console's superior visual and audio capabilities. Monster Game will supply the PS2 with a bunch of high quality cables at launch.



Robotech on PS2

Mattel has obtained the rights to do video games based on the Robotech series. A PS2 version is already planned.

OVERHEARD: NAUGHTY DOG

"Back when we decided to make Crash 1 for the PlayStation, everyone said we were crazy to bet on a system that wasn't made by Sega or Nintendo. We picked the right horse with the PlayStation. Right now, we're picking Sony to win this generation as well."

—**Naughty Dog's Jason Rubin** when asked if Naughty Dog would be supporting Microsoft's Xbox or Nintendo's Dolphin

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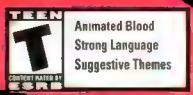

In THE USA

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TOMmy DrEAMER

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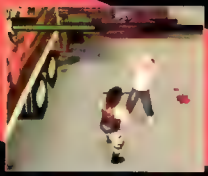

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STAN LEE

FROM THE COMIC BOOK PAGE TO THE PLAYSTATION AGE

It frightens me sometimes!

To the world at large they're just fictitious superheroes. But I'm beginning to think they have a certain weird immortality—it's impossible to kill 'em!

Spider-Man, X-Men, the Hulk and all the rest who Jack Kirby, Steve Ditko, Don Heck, Bill Everett and I dreamed up a half century ago are not only still going strong in comic books, but have invaded virtually every other form of the media as well.

The X-Men, of course, are already in theaters from coast to coast by the time you read these carefully crafted words. Everyone's favorite web-spinner is scheduled to premiere on screens all over the country in 2001, while the sequel to *Blade* is currently being prepped—as is *The Incredible Hulk* and a whole kaboodle of Marvel's other costumed cavorters, calculated to make this Hollywood's "Decade of the Marvel Superhero!"

You've also seen them on Saturday-morning TV over the years, running, jumping, flying and fighting their little hearts out for the cause of liberty, justice and syndication royalties. And of course they're endlessly discussed, analyzed and argued about all over the Internet.

Obviously, it goes without saying (but I'll say it anyway, 'cause it's my column) that our dauntless do-gooders lend themselves perfectly to video games. With each new movie or cartoon that comes out, you can bet there'll be a rash of new games to satisfy the fans' ever-growing hunger for the excitement, challenges and far-out fantasy that our scintillatin' superheroes represent.

Despite the fact that all of my action-packed overachievers differ greatly from each other (and I use the word "my" figuratively. They don't belong to me. They belong to Marvel—and the entire, eternally grateful world), they still have one thing very much in common. They all seem to be perfect candidates for interactive gaming, especially Spidey and the X-Men, as we've seen this summer.

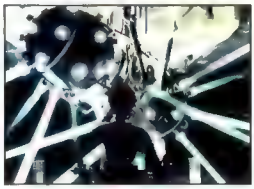
And now, it's confession time. Even though I really dig the idea of my favorite costumed creations entertaining countless fans on popular PlayStations, as well as on the printed page, I myself have never had the time to become a gaming whiz. Whenever I feel the urge to grab some joysticks, someone'll remind me that there's another script for me to write or edit—and it's naturally due yesterday! In fact, I'm the proud owner of one of the earliest Spider-Man pinball games—a really big, 300-pound, four-legged monster with all the bells, whistles and flashing lights—which stands in a corner of my office. And guess what? Most visitors who drop in manage to shoot a few balls. But me? I haven't gotten around to it yet myself!

But hey, you don't have to be a professional slam-dunker to appreciate basketball or a rhyming rapster to dig hip-hop music, so I can still revel in the fact that so many Marvel superheroes, especially Spidey and our merry little mutants, have carved a huge niche for themselves with the game-playing public. And I vow that somehow, some way, I'm gonna learn to jiggle a joystick with the best of 'em before I shout my final "Excelsior!"

Stan Lee spends most of his time these days helping to develop a new, pandemonious plethora of unique superheroes for his own Web site, stanlee.net. But you might know him better for creating some America's most popular do-gooders, including Spider-Man, the X-Men, the Incredible Hulk, the Fantastic Four, Iron Man and the Silver Surfer.

Psychic Horror on the PlayStation2

[illegible] many of the [illegible] hard al[illegible] ne being the [illegible] ble Galerians [illegible]



OPM: A lot of our readers are big fans of the original Galerians and are curious to hear how the sequel is coming along.

[illegible] hiro Sugiyama: The [illegible] happen [illegible]

OPM: What are your thoughts on the PS2? What is the system allowing you to do that you hadn't been able to do before?

[illegible] generate multiple light [illegible] point is something tha[illegible] he Sony console can do. This enable [illegible] real st c backgrounds [illegible] n control a character in a movie like 3D [illegible] in real time. We re also going to be doing things with the Dolby Surround sound functions, if you plug the game into a fully stacked amplifier, you re q[illegible] very rea istic experienc[illegible]

OPM: Will there be any new gameplay changes or enhancements for the sequel that you're making based on feedback from game players?

Is: The control will be direct (first person rather than [illegible] t was in the original Galerians (third person). And the game over [illegible] ll will be much longer than first one. Some gamers w re unhappy about those area [illegible] the original till [illegible]

OPM: Is Shou Tajima, the artist from the original Galerians, involved with the sequel?

Is: Yes. He has already finished several cool character des gn[illegible]

OPM: Is there anything that you'd like to say to your fans in the U.S.?

S: Thank you for enjoying Galerians. Right now, we've finished a rough [illegible] nario for Galerians 2, but th[illegible] more than a year away. You ll just have t wait for more updates in the future.

OVERHEARD

"Mobile phones could account for as much as half of the game industry as a whole. The reason is to do with people's free time. The TV ties users to the home."

Kagemasa Kuzuk , pres dent of Konami, as reported in games industry trade paper MCV

SPIDER FANS!

If you're like us, then you're counting the days until Aug. 30, when Activision's next 3D action game, Spider-Man, swings its way to store shelves across America. But that's not the only wall-crawler project we're anxiously awaiting! Production for a Spider-Man movie, due out late next year, is now in full swing. As of press time, the Sony/Columbia Pictures film has yet to be cast, though *Evil Dead* director **Sam Raimi** has signed on to direct the potential blockbuster. So, who might don the tights of Peter Parker's alter ego? The rumor mill churns strongly with such possible rising stars as **Wes Bentley** (*American Beauty*), **Scott Speedman** (*Felicity*), **Ryan Merriman** (*The Deep End of the Ocean*), **James Franco** (*Freaks and Geeks*), **Jay Rodan** (*Caveman's Valentine*), **Freddy Prinze Jr.** (*Wing Commander*), **Tobey Maguire** (*The Cider House Rules*) and **Colin Farrell** (*David Copperfield*). Story details remain sketchy, but word has it that Doctor Octopus and the Green Goblin (possibly personified by *The Phantom Menace*'s **Liam Neeson**) will provide some stiff opposition to the web-slinger. You can keep yourself posted on all the latest info at Web sites like www.spidermanhome.com.

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*Subject to verification of winning game piece and additional terms and conditions. See official rules for details.

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4. Eligibility: open to legal U.S. residents. Employees of Sony Computer Entertainment America, their subsidiaries, franchisees, advertising and promotion agencies, and the immediate families and household members of each are not eligible. Winners may be required to execute and return an Affidavit of Eligibility and a Publicity and Liability Release within 14 days of prize notification. Failure to comply with this condition may result in forfeiture of prize. All applicable federal, state and local taxes on prizes are the sole responsibility of the winners. Prizes won by minors will be awarded to parent or legal guardian who must sign and return all required documents. Except where prohibited, acceptance of prize constitutes winner's consent to the use of his/her name, photograph, likeness and/or biographical information for advertising and promotional purposes without additional compensation.
5. The Sponsor and/or its agents assume no responsibility for lost, late, damaged, misdirected, illegible, incomplete, or postage-due mail, entries, prize claims or game piece requests. All game material submitted becomes property of the Sponsor and will not be returned. All winners, by participation in the competition and/or submitting a prize claim, agree to be bound by these rules and the decisions of judges, which are final with regard to all decisions relating to this promotion. Winner releases Sponsor, their directors, employees, and agents, including without limitation, any and all liability, loss or damage incurred with respect to the awarding, receipt, possession and/or use or misuse of any.
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DVD Horizon

• Although **X-Men** hasn't been out in theaters very long, the DVD's release has already been announced. Look for a special-edition DVD in late November. www.x-men-the-movie.com

• Don't be surprised if Fox simultaneously releases **Titan: AE** for the PlayStation and DVD. The film is expected to release Nov. 7, so expect the game right around then. www.afterearth.com

• Disney will release **Toy Story** on DVD and **Toy Story 2** on DVD and VHS on Oct. 17. Both movies will appear in a two-pack DVD set or a three-disc "Ultimate Toy Box" that will also include the short features Tin Toy and Luxo Jr., as well as the trailer for the upcoming feature Monsters Inc. A perfect purchase to go with your PlayStation 2. Also, keep an eye out for **Dinosaur**, which will hit DVD in Feb. 2001. www.disney.com

• Last we heard the **Star Wars Episode I: Phantom Menace** DVD is slated for a 2001 release. But the cooler news is this: Apparently George Lucas is planning on adding some footage back into the flick to make it a Special Edition. Nothing's confirmed, but a few more scenes gets us extra giddy. www.starwars.com

• For fans of everything simian, **The Planet of The Apes Box Set** will be a limited edition. There will be an extra DVD in the set, but it was licensed for only 100,000 printings. Once that set is sold out, you won't see that extra DVD again. www.foxmovies.com

Sound Station

By John Scalzi

Each month we'll be reviewing albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Ultimate Fighting Championship and MTV Sports: Skateboarding soundtracks.

Megadeth: Risk
Capitol Records
Track to Listen For: Enter the Arena/Crush 'Em
Dave Mustaine's a rock dude who's not afraid to admit he has issues (if I see another article about how he put the entire band in therapy, I'm gonna barf), but at some point you just have to shut up and rock out. "Risk" gets it right some of the time, especially with Goldberg anthem "Crush 'Em," but too much of "Risk" is Mustaine in a noodly introspective mood that comes awfully close to whining, or Mustaine falling back on seriously tame metal clichés (case in point: "Prince of Darkness"—oooh, the devil. That's original). Suck it up, Dave. You can do better.
Final Score ●●◐

Pennywise: Straight Ahead
Epitaph Records
Track to Listen For: Watch Me As I Fall
I want to like Pennywise more than I do, but they just let me down in the pinch. Sure, they've got a crunchy Cali punk attack, and they certainly provide plenty of value for the money. 17 golden greats on just one compact disc! And they also know how to gripe about the collapse of Western civilization as well as any punk band. But they're just not quite there. Maybe it's the fact they have only one speed (galloping), or that their smart-ass questions are about 10 percent less than it should be. Either one is allowable, but both at the same time? Eh. Close but no cigarillo.
Final Score ●●●

System of a Down: System of a Down
American Records
Track to Listen For: Suite-Pee
Ah, here we go: A high-speed three-car pile up of punk, goth and Black Sabbath-brand heavy metal—and boy, is the carnage ever messy. This churning, roiling slab o' noise is just right for scaring parents, irritating Britney fans and sterilizing pets, but it's also catchy and compelling in its own right. You can listen to it for its own merits and not just because it's bound to alienate those around you. The horrific anarchic state that System of a Down seems to fantasize about will never come to pass (we all like our supermarkets too much), but it sure makes for fine music to play dystopic video games by. Enjoy.
Final Score ●●●●

Cypress Hill: Skull & Bones
Columbia Records
Track to Listen For: Superstar (Rap & Rock versions)
"Skull & Bones" has one CD of rap ("Skull") and one CD of rock ("Bones") although from a time standpoint it could have all been stuffed into one CD. One CD might have been a better idea anyway, since while the rock CD has some serious crankage, the rap CD is mostly the same tired rap clichés, from calling women "hos" to posturing about the mean streets. The hits of the album are rock and rap versions of "Superstar," in which music stars complain how difficult their lives are. Aw, poor, poor babies. Someone should give 'em a huq—or a whack on the head.
Final Score ●●◐

John Scalzi's been reviewing music since back when "grunge" was something you scrubbed off your toilet. So respect him, damn it. Visit his Web site at www.scalzi.com. Also, send him money. Just because.

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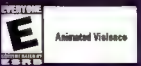

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HOLLYWOOD BANTER

BOUNCE WITH ME

Square has supplied us with some new info and screens for The Bouncer, a fighting game for the PS2. The story revolves around three male characters (Sion Barzahl, Kohji Leifon and Volt Krueger) who work as bouncers at a bar called The Fate. One of the customers, Dominique Cross, is kidnapped by a gang, and the trio must rescue her. The Bouncer is slated for a simultaneous release in Japan and the U.S. later this year.

Are video games better than they used to be?

• **Angelina Jolie** will have to curb her wild ways during the filming of her upcoming movie *Tomb Raider*. Producers have given her an 11 p.m. curfew, according to the Empire Online Web site.
www.empireonline.co.uk

• Tiger Electronics has released an interactive **Yoda**. The 8-inch, Furby-like toy features the voice of **Frank Oz**, who voiced and operated the Yoda puppet in the movies. Not that you can really tell. Like Furby, you can hear the whir of the servos more than you can the badly sampled voice.
www.tigertoys.com

• Warner Bros. has a new script by **William Wisher** (*Terminator 2*) for the next *Superman* movie and is meeting with prospective directors, including **Ralph Zondag** (*Dinosaur*), *Variety* reported. Watch for game publishers to try to snap up the rights soon. Let's hope Titus doesn't give us a repeat performance of their appalling showing with the Man-of-Steel.
www.variety.com

• The *X-Files* producer **Frank Spotnitz** told the Zap2it Web site that the series' eighth season story line is still up in the air. "We literally are figuring that out as we speak, because this is our first week back," Spotnitz said. "But it will be very different from the Mulder-Scully relationship."
www.zap2it.com

• Cinescape Online reported that **Mark Wahlberg** may be in line to star in Tim Burton's remake of *Planet of the Apes*. "People tell me I'm pretty simian, but I think **Tim Burton** wants me to be the **Charlton Heston**," Wahlberg said. Meanwhile, producer **Richard Zanuck** told syndicated columnists Marilyn Beck and Stacy Jenel Smith that there's no role for Charlton Heston in his update of the 1968 film. Zanuck added, "It's not a sequel, it's not a remake of *Planet of the Apes*; it's a reconstruction of the basic idea, a re-imagination of apes and humans." As we go to press it seems that Fox Interactive's game of the franchise is taking a very different tack, and will in fact have very little to do with the new movie.
www.cinescape.com

• The ShowBiz Ireland Web site confirmed a report that **Gabriel Byrne** has been offered a role in *Star Wars: Episode II*. "The people from Star Wars called the other day to offer me something, but I don't know what it is yet," Byrne told the *Irish Star* newspaper, adding that he'd likely accept. He will be joining **Christopher Lee**, the star of numerous horror movies and the upcoming *Lord Of The Rings* epic, who also has a role in *Episode II*.
www.showbizireland.com

• **Joe Nussbaum**, who directed the incredibly popular short film *George Lucas in Love*, will make his feature debut as the director of *How to Eat Fried Worms*, according to *The Hollywood Reporter*.
www.hollywoodreporter.com

• NBC bought the broadcast rights to *Chicken Run*, the DreamWorks animated fantasy film, *Variety* reported. NBC also aired a half-hour prime time infomercial about the movie on June 24. Eidos has the game rights to the franchise (see Previews) and is being extremely bullish about its expectations for the product.
www.variety.com

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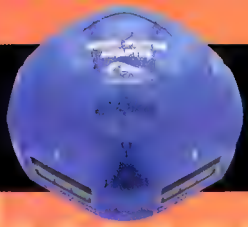
GEAR



Multi Player Adapter

Pelican's bulky, bulbous version of the Multitap works—and that's all you can say about it. At a suggested price of $24.99, it's only five bucks cheaper than Sony's peripheral, so if you have to save the money, this one's a decent choice.
www.pelicanacc.com

Sony 20" Trinitron Wega TV

In a perfect world we'd all be gaming on 60" super-TVs, but for those of us with limited space, Sony's 20" Wega is a great option. The flat screen gives one of the sharpest pictures out there, and the speakers provide kickass surround sound. The price is on the high side (around $450), and it's not widely available, so you might have to order one online. Trust us, it's worth it.
www.sony.com

Palm Pad

Built for children, this diminutive controller (it's about two-thirds the size of a standard Dual Shock) features innovative design, but falls flat in the execution. The buttons are too sticky and the D-pad takes too much effort to move—problems that would surely vex kids and adults alike. If Blaze fixed these problems, this would be a solid alternative for younger gamers. But as of now, avoid this one.
www.blaze-gear.com

Sportster

We've said it before, we'll say it again: We're not big fans of PlayStation racing wheels because most of the time the standard Dual Shock handles much better. But Pelican's Sportster is an exception. The Sportster is quite comfortable, controls well, and does a nice job of minimizing oversteer, a problem that plagues most wheels. But if you already own Pelican's GT2 wheel, don't bother with this one, as it's basically the same peripheral with a few cosmetic changes.
www.pelicanacc.com

Pro Shock Lite

The little brother to Blaze's excellent Pro Shock joystick, this smaller version may be too tiny for adult gamers. The Pro Shock Lite is well-constructed, with a responsive stick and comfortable buttons. Kids (and those with smaller hands) should definitely consider this one when playing shooters and other arcadey games. Those with full-sized fingers, though, should stick with the bigger version.
www.blaze-gear.com

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Big Dave Talks PS2

Dave Perry finds a new home on the PS2

Dave Perry and his development studio, Shiny Entertainment, have been well known for creating some great console games (Earthworm Jim, anyone?) but PC development is what put Perry in the spotlight in the past. Now, though, especially due to the advent of the PlayStation2, Perry and his team are preparing to come back to the console market in a big way. He's currently finishing up a game called Sacrifice, likely his last for the PC—and is hard at work on his first game for the PS2. We caught up with the Shiny boss to talk about the PS2, the games industry, and more.

OPM: Which games caught your eye at this year's E3?
Dave Perry: I *loved* MGS2. It was a show-stopper. The music, the action, the potential of PS2 was demonstrated. Many developers were complaining about PS2 at the show. I think the Metal Gear video set the record straight.

OPM: Will PS2 give you sufficient power even years down the road?
DP: Yes. Consoles are strange beasts. There is *always* a way to milk them more and more. It just takes time to find out how. So expect a good, healthy curve on PS2. By the time the curve is flat, I hope you can expect Santa to be delivering you PS3.

OPM: Should Sony be feeling comfortable right now?
DP: No. Sony has a large crosshair on their head. It's a one-shot kill. Luckily, they're moving so fast that they're no easy target. But they definitely can't stand still for a second, the snipers are out there and they know it.

OPM: What'll be your biggest obstacle with the PS2 hardware?
DP: We're still in the predesign stage right now, so we're only testing the hardware. Clearly texture memory will be our biggest bottleneck. We are heading for photo-realism, something that RAM prices try to thwart at every turn. It's something we will solve, but let's just say that it's no paint-by-numbers.

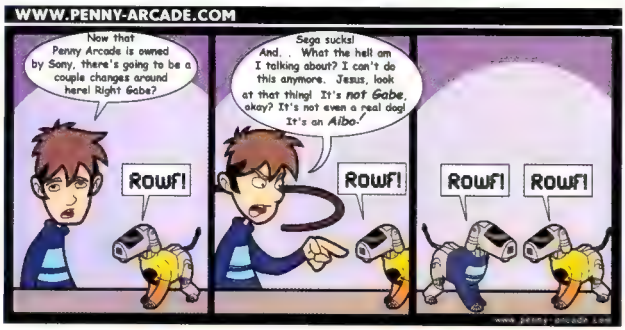
OPM: How long until all PS2 games look like MGS2?
DP: Once you live with developers, you start to understand their plight. They whine and moan about a problem, but the day it's solved—somebody kicks their asses by demonstrating that it can be done. Then they poof all over this solution, stating how they can do it even better. Every day in the video games business is like watching Columbus chart new waters and then the rest of the industry exploring it. The good thing is that anyone can be Columbus—and that's what keeps us all on our toes.

OPM: Interactive Entertainment is potentially more powerful as an entertainment medium than cinema. How far off do you think we are from seeing some really moving gaming experiences?
DP: We discussed this recently at M.I.T. Some people argued that games are already there, and that they personally never cried. Other people, they never have been close to tears. I have been close to tapping the CD into the park on occasion, but I don't let it out of tears. Emotion is our target, but besides the new, quite easy to make technology, it requires fantastic writers, not just a producer. And happens to be your writer because you can't afford a real one.

My prediction was and still is that William Morris, ICM and other Hollywood agencies will start supporting all of the talent that we need for to really work the emotional side of games. Don't think they are sitting on their asses. They are already forming interactive media departments and getting agents involved in this field. So if you are a star producer who can already write a kick-ass narrative, then you will be getting a call from a top agency down the road. I am not making this up. I have already met with them on the particulars of these issues.

OPM: You're using the scalable Messiah engine for Sacrifice, but then also for your PS2 game?
DP: Yes. Three years ago we put our chips on the table stating that scalable engines are the future. Messiah was Shiny's version 1.0, and Sacrifice is version 2.0. Our PS2 game is nearly going to be version 3.0.

OPM: When can we expect to see Shiny's first PS2 game?
DP: It's the most complex game design I have ever been involved with by miles. It hurts my head just to think about all the all parts we're trying to get to interact. It's little. The project is easily going to take a few years. Shiny is taking our return to console game design very, very seriously. It's welcoming home.



RICK THORNE
PLAY WITH THIS

Back in the day, the thought of having a video game completely devoted to bicycle freestyle never crossed my mind. It was all about games like Pitfall and Frogger. Riding was just a positive outlet, a way to be part of something, expressing ourselves and doing something that made us feel good.

Man, it's been like 18 years for me, and I've been there during the "dark ages," when the sport took a crash in 1988. It was difficult to get support from any sponsors. There was hardly any opportunity, outside of the freedom that riding gave me inside. If you needed a bike, you worked to get it, and you sent yourself to contests. I worked in an Olive Garden for seven years supporting myself to get where I am today.

These days, things are different. With the help of TV, more people seem to show an interest in what we're doing. We've also got different sponsors, action figures, Web sites and video games.

So how do I feel about being featured in Mat Hoffman's Pro BMX? Speechless, for a number of reasons. First, to all the people that weren't down with me—like peers at school and other naysayers—they can now play me in the game. I love that. Also, the video game helps solidify our sport to the mainstream public. I think it helps keep our sport alive by giving kids the choice to ride bikes, or at least to know that we're more than a side show at a state fair. Then, let's say you're hurt and you can't ride for three months; the game will keep you in shape, mentally. It's going to be good for the riders to come up with different tricks and lines because, as any pro will tell you, visualization definitely helps.

Plus, what's going to make Mat Hoffman's Pro BMX so good is Activision. Look at their history of games. Look what Tony Hawk's Pro Skater is like. The engine used by Activision is awesome, and that's what's going to be the key factor in making the game fun to play, with awesome graphics and realistic details. That's what sets this game apart from other bike games. It's an honor to be part of this project.

Never in my wildest dreams did I think I'd end up in a video game. It's a compliment, to say the least, and it is definitely a major milestone for the sport of bicycle freestyle. Let's keep on blasting and keep the feeling of riding real.

X-Games veteran, comedian and purveyor of things black *Rick Thorne* does it all, from hosting for both ESPN and MTV Sports to being a featured rider on the Van's Warped Tour. Catch Rick riding vert and street at just about every major contest. He's the one tearing up gravity on a custom, black Hoffman Deep.

Couples Who Play Together Stay Together

As gaming continues to evolve into more of a mainstream pastime, *Official U.S. PlayStation Magazine* continues to introduce some of the couples around the country who game together. This month we chat with Chris, 22, and Kris, 20, a pair from Maryland who are both studying psychology at Bowie State University. Although Kris likes the kiddie games like Tarzan, she'll still go toe-to-toe with Chris at Tekken.

How did you two start gaming together?
Chris: I got my PSX a few months before I met her. I'd play when she wasn't around, but she said she liked playing video games, so we started playing PlayStation together.

Do you compete or play simultaneously?
Kris: We like to compete against one another.
Chris: We play Gekido where we're both on the same team. But we play games like Tekken, Fighting Force and Quake.

Are there any rewards for the winner?
Kris: We'll do it where one has to give the other a kiss.
Chris: I guess we play for kisses.

Has gaming interfered with or enhanced your relationship?
Chris: It's enhanced it. We'll go shopping and we'll want to get a game, and that's something we do together. We'll look forward to that. Or we'll look on the Internet and highlight games we want, and that'll start conversations. Other times, though, she'll say, play it too much.
Kris: I'll say it's his girlfriend.
Chris: My *other* girlfriend.
Kris: [laughing] And I'll say he's pushing her buttons.

Do you think games are too male-centric?
Kris: I don't think it's too male-centric. I don't think women give it enough of a chance. There are games with females, and it gives women a chance to acknowledge that we are in the game system. We can play as the girls and don't always have to be the male player. So, that's nice.
Chris: I think the sexuality is looked at from a male point of view. You know, big breasts and small waists. They're built to appeal to men. Games now have a lot of female main characters, like RE3 has Jill Valentine. And Lara Croft gets a lot of attention from guys, but girls see her and say, "I want to play as her." I think it works out both ways.

When you're playing do you cheat to distract one another?
Chris: You don't want to know what goes on. She'll jump on me or something. It's kind of distracting. But I can still concentrate.
Kris: No he can't. He'll stop the game. I get behind him and get in his ear. Anything to annoy him.

Kris's favorite games
Tomb Raider series, Clocktower games, Tarzan, Bust-A-Groove, Silent Hill

Chris's favorite games
Resident Evil series, MTV Music Generator, Fear Effect, Syphon Filter

What they can't wait for:
PlayStation2, Midnight Club, new Tomb Raider, new Resident Evil, Knockout Kings 2001, Bust-A-Groove 2

What do you think about the violence in games?
Kris: On the Wu-Tang fighting game they have a code to make it more graphic. More games should be like that. You can see all the blood, but if you have children around, you don't have to see it. Most games don't have that option.

Who's the better gamer?
Kris: I don't know. Sometimes I can beat him.
Chris: I'd say me.
Kris: Probably him because he's got more games than I do.
Chris: She always beats me at Bust-A-Groove. And then she beat me once at Need for Speed 3 and once at Quake 2, and she won't give me a rematch.

Do you think there will eventually be more games made with African-American characters?
Kris: I hope so. It should be that way.
Chris: I'm not really sure if it'll happen. The same people making PSX games are going to be making games for PS2. So I'm not really sure. It should, though. Times change.

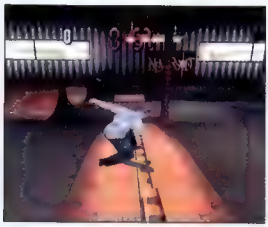
Which video game character is most like your mate?
Kris: I would say the new one from Nightmare Creatures 2.
Chris: Oh my goodness.
Kris: He's not good-looking, but he's kind of smooth, you know. He's killing people and everything.
Chris: I don't kill people!
Kris: I know, but when he gets mad, you gotta watch out.
Chris: That's terrible.
Kris: [laughing] I'll switch.
Chris: No, I'm not going to get you back.
Kris: I know you're going to say I'm that Urban Chaos lady.
Chris: No. I'd say it'd have to be the girl from Parasite Eve. I love that game. The girl on that game is just sexy.
Kris: Oh, wow!
Chris: They're both slim and sexy. I'd like to see Kris in one of those tight dresses the girl in Parasite Eve was wearing.

WE WANT YOU!

If you play PlayStation games with your [illegible] letter telling us [illegible] you and your gaming experiences together. Please send us [illegible] and gaming story to our [illegible] address [illegible] can give you a buzz. If you are lucky you may find your [illegible] story in our magazine. Please send only photocopies, as material cannot be returned due to [illegible] letters we get. Send mail to Ziff Davis Media Publishing, PO Box 3338, Oak Brook, IL [illegible] or email us at [illegible]

TOP TWENTY

	Last Month	Title / Publisher	Rating
1	3	Tony Hawk's Pro Skater *Activision*	●●●●◐
2	1	WWF SmackDown! *THQ*	●●●●◐
3	9	Spec Ops: Stealth Patrol *Take 2 Interactive*	●
4	4	Syphon Filter 2 *989 Studios*	●●●◐
5	—	Vagrant Story *Square EA*	●●●◐
6	2	Jedi Power Battles *LucasArts Entertainment*	●●◐
7	—	Legend of Mana *Square EA*	●●◐
8	5	Syphon Filter *989 Studios*	●●●●
9	6	Triple Play 2001 *Electronic Arts*	●●●●●
10	7	Gran Turismo 2 *Sony CEA*	●●●●●
11	10	MLB 2001 *989 Studios*	●●●
12	12	Crash Bandicoot: WARPED *Sony CEA*	●●●●●
13	16	Metal Gear Solid *Konami*	●●●●●
14	11	Spyro the Dragon *Sony CEA*	●●●●
15	—	NBA Live 2000 *Electronic Arts*	●●●●◐
16	14	Namco Museum Vol. 3 *Namco*	●●●◐
17	15	Namco Museum Vol. 1 *Namco*	●●●◐
18	20	Need For Speed: High Stakes *Electronic Arts*	●●●●◐
19	—	Tekken 3 *Namco*	●●●●●
20	13	Army Men 3D *3DO*	●●●



1 Tony Hawk's Pro Skater

Last Month: 3 *Activision* ●●●●◐

It's nice to see this incredibly dynamic skate marathon back at the No. 1 spot. With the sequel nearing, there's no better way to get your skate skills down than to play the first. Its incredible replay value has long-time THPS owners still popping this doozy into their PlayStation.

Any game that has half our staff convinced they could take a run at any half-pipe in the Chicago metro area has to be a good one.

And, if you're a big THPS fan who can't wait for the sequel to hit the shelves, we've got a few new screenshots gracing this month's Previews section. Talk about improving on an original.

2 WWF SmackDown!

Last Month: 1 *THQ* ●●●●◐

After an Elvis-like stay as the king of the sales charts, SmackDown! has fallen to No. 2. Is this because The Rock finally grappled the Heavyweight Belt away from Triple H, or just because the anticipation for SmackDown! 2 is starting to build? Either way, this is a game for the wrestling ages, with all the usual suspects in tights (aside from newcomer Kurt Angle).

But someone, please tell us, what's up with this whole XFL business?

3 Spec Ops

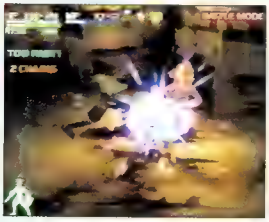
Last Month: 9 *Take 2 Interactive* ●

If a steaming bag of doodie costs $1, does that mean it's a bargain?! No! Why are you buying this?! Just because it's cheap?

4 Syphon Filter 2

Last Month: 4 *989 Studios* ●●●◐

Still hanging around the top of the sales charts. A solid game, but the first one's even better (and less expensive, too).



5 Vagrant Story

Last Month: — *Square EA* ●●●◐

A deep, dark and sometimes disturbing dungeon crawl with fantastic production values and satisfying (albeit somewhat repetitive) gameplay.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Dark Cloud	*Sony CEA*
3	Madden NFL 2001	*EA Sports*
4	Star Wars: Starfighter	*LucasArts*
5	Onimusha	*Capcom*
6	Munch's Oddysee	*Infogrames*
7	FIFA Soccer W.C.	*EA Sports*
8	Timesplitters	*Eidos*
9	Zone of the Enders	*Konami*
10	Gradius III and IV	*Konami*

OPM's Most Wanted PS Games

1	Spider-Man	*Activision*
2	Tony Hawk 2	*Activision*
3	Final Fantasy IX	*Squaresoft*
4	Fear Effect: Retro Helix	*Eidos*
5	Dino Crisis 2	*Capcom*
6	Parasite Eve II	*Square EA*
7	Dragon Warrior VII	*Enix*
8	MoH Underground	*EA*
9	Alone in the Dark 2	*Infogrames*
10	Ms. Pac-Man MM	*Namco*

Japan's Top 10 PS and PS2 Games

1	My Summer Vacation	*Sony CEI*
2	Robot Taisen Alpha	*Banpresto*
3	Dance Dance Rev. 3rd	*Konami*
4	All Star Pro Wrestling	*Square*
5	FIFA Soccer W.C.	*EA Square*
6	Elder Gate	*Konami*
7	Hresvelgr	*Gust*
8	Ridge Racer V	*Namco*
9	Get a Driver's License	*Twilight Exp*
10	Tekken Tag Tournament	*Namco*

U.K.'s Top 10 PlayStation Games

1	Colin McRae Rally 2.0	*Codemasters*
2	World Chmp. Snooker	*Codemasters*
3	WWF SmackDown!	*THQ*
4	Vagrant Story	*Square*
5	Hogs of War	*Infogrames*
6	Euro 2000	*EA Sports*
7	Jedi Power Battles	*LucasArts*
8	F1 2000	*EA Sports*
9	Disney Magical Racing	*Eidos*
10	Medal of Honour	*EA*

RAYMAN 2
PlayStation
E
Animated Violence
9.1.2000
RAYMAN
WWW.RAYMANWORLD.COM
Ubi Soft

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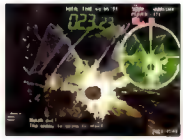
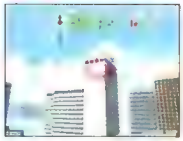
Orphen 69
Red Faction 76
Shadow of Destiny 76
Silent Scope 68
Silpheed 72
Summoner 74
Top Gear: Dare Devil 74
Warriors of Might & Magic 70

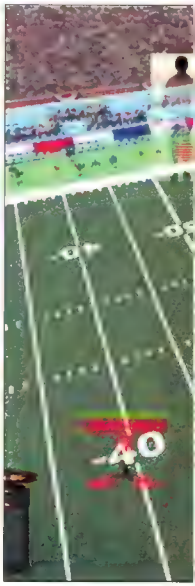
Silent Scope

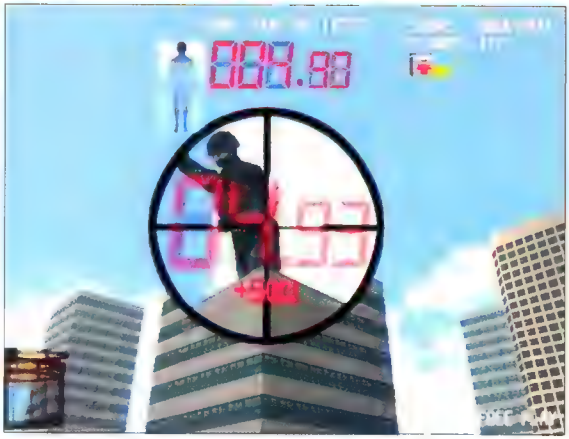
Set your sight on this one

[illegible] ing hor[illegible] that [illegible] interest without such a device? The answer is as simple [illegible] touch of a button. Control is very intuitive, says **Konami** [illegible] manager Jason Enos. [illegible] launch



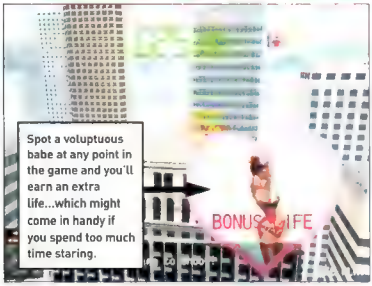






Coming Soon

Launch Titles (subject to change)		
Armored Core 2	Agetec	Action
The Bouncer	Square EA	Action
Dark Cloud	Sony CEA	Adventure
Dead or Alive 2: Hardcore	Tecmo	Fighting
ESPN International Track & Field	Konami	Sports
Eternal Ring	Agetec	RPG
Evergrace	Agetec	Adventure
Fantavision	Sony CEA	Puzzle
FIFA Soccer World Championship	EA Sports	Sports
Fusion GT	Crave	Racing
Gradius III and IV	Konami	Shooter
Gran Turismo 2000	Sony CEA	Racing
ICO	Konami	Adventure
Kessen	EA Games	Strategy
Knockout Kings 2001	EA Sports	Sports
Madden NFL 2001	EA Sports	Sports
Midnight Club	Rockstar	Racing
NCAA GameBreaker 2001	Sony CEA	Sports
NFL GameDay 2001	Sony CEA	Sports
Rayman	Ubi Soft	Action
Ready 2 Rumble: Round 2	Midway	Sports
Ridge Racer V	Namco	Racing
Roadster Trophy	Interplay	Racing
Silent Scope	Konami	Shooter
Smuggler's Run	Rockstar	Racing
SSX	EA Sports	Sports
Star Wars: Episode I—Starfighter	LucasArts	Action
Street Fighter EX3	Capcom	Fighting
Summoner	THQ	RPG
Swing Away Golf	EA Sports	Sports
Tekken Tag Tournament	Namco	Fighting
Timesplitters	Eidos	Shooter
Unreal Tournament	Infogrames	Shooter
World Destruction League: Thunder Tanks	3DO	Action
The World Is Not Enough	EA Games	Shooter
X Squad	EA Games	Action
Late 2000 Titles		
Age of Empires II: The Age of Kings	Konami	Strategy
Dynasty Warriors 2	KOEI	Strategy
ESPN NBA 2Night	Konami	Sports
ESPN X Games: Snowboarding	Konami	Sports
Extermination	Sony CEA	Action
NHL 2001	EA Sports	Sports
Oddworld: Munch's Oddysee	Infogrames	Adventure
Oni	Rockstar	Adventure
Onimusha: Warlords	Capcom	Adventure
Sim Theme Park	EA Games	Strategy
Tiger Woods PGA Tour 2001	EA Sports	Sports
Top Gear: Dare Devil	Kemco	Racing

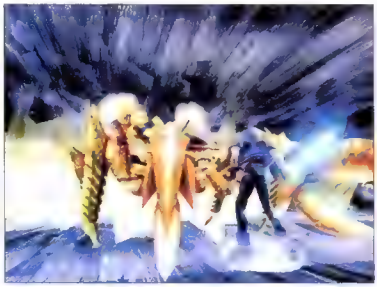


Spot a voluptuous babe at any point in the game and you'll earn an extra life...which might come in handy if you spend too much time staring.

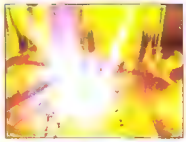
Orphen

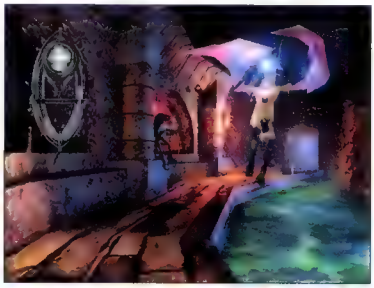
It's like Castlevania—but in 3D

[illegible] game developer **Kodokawa Shoten** is currently working on the [illegible] anime series, Sorcerous Stabber Orphen. The **Activision** [illegible]



early next year





Warriors of Might & Magic

Crusaders of Might & Magic for the original PlayStation failed to impress most who played it, but **3DO** hopes to turn things around with its upcoming PS2 installment to the series. Featuring highly detailed environments and a revamped version of the M&M game engine, Warriors offers up a new story of betrayal and redemption. Your character, Aleron, is fitted with all sorts of weapons and special attacks. Look for the game to hit shelves before the **year's end**.

F1 Championship Season 2000

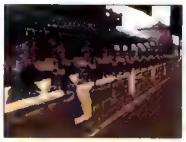
It's **EA Sports**' first F1 effort for the PS2 and the company is going all out to accentuate realism. All of the F1 tracks look better than ever thanks to the PS2's graphic capabilities. Actual F1 talents provided input for the camera placement and audio commentary, and according to EA, your opponents on the racetrack will emulate the performance of their real-life counterparts. Also, two players can go at it via split-screen. Look for F1 Championship Season 2000 in **November**.

Dynasty Warriors 2

In a field of many, you are but one

KOEI boasts its PS2 **launch** title as "a new type of action game"—and they just might be telling the truth. Instead of hack-and-slash, [illegible] the game's premise draws from the traditional 2D fighting genre. [illegible] PlayStation original, it's kind of adding a new twist to the battle-filled experience. Instead of [illegible] one-versus-many, [illegible] over 1,000 warriors. Just imagine your [illegible] Mel Gibson in a Chinese Braveheart and you get the general idea.

After you've chosen your favorite of the warriors from each of the three warring kingdoms, it's time to hit one of the 360-degree battlefields and spanning over one square kilometer in size. Equipped with your favorite sword, spear or bow, use your combo and special attacks to take on everyone from your enemy's foot soldiers and archers to famous warriors found in any Chinese history book. Don't forget to [illegible] away. With [illegible] kill [illegible] you've seen, though, you must always keep an eye open for trouble spots in enemy lines, making sure that yours doesn't grow weak at the whole. And don't forget to help out any friends in need—you can even hear their screams. Look for more info next month.



Gaining a Rep

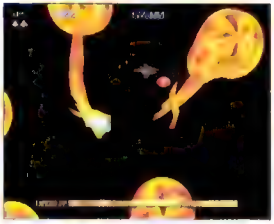
As you play through a campaign in DW2, don't expect your valiant efforts on the battlefield to go unnoticed. With each victory—and with the help of special items found during skirmishes—your statistics rise, as do your reputation and rank. But don't expect your prowess to go unnoticed by the enemy. Once you become a celebrated warrior, they'll see you as such, sending their finest soldiers against you. Better yet, the weak will run away!

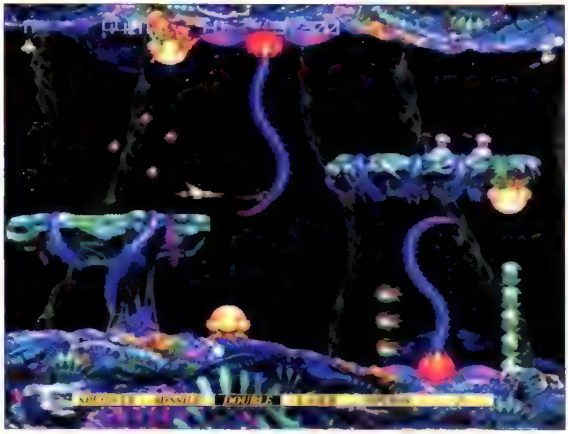
Gradius III and IV

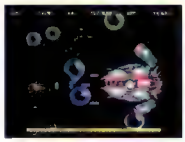
Long live the 2D shooter!

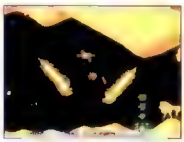
Konami

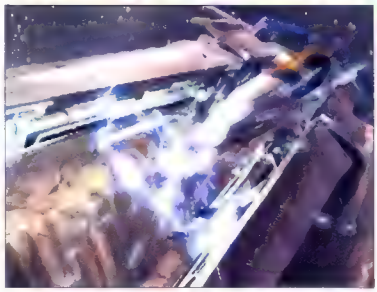
launch











"These sequences show what the PS2 is all about," says Konami's Jason Enos. He's not kidding. From mysterious red planets with living faces on them to a trench run straight out of *Star Wars*, the game's opening is downright awesome.

Silpheed: The Lost Planet

Game Arts and Capcom are cur-

fall

Gungriffon Blaze

GameArts

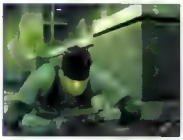
thing-that-moves warfare. Capcom

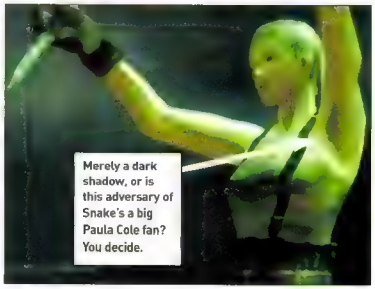
August in Japan, and we'll hopef

Metal Gear Solid 2

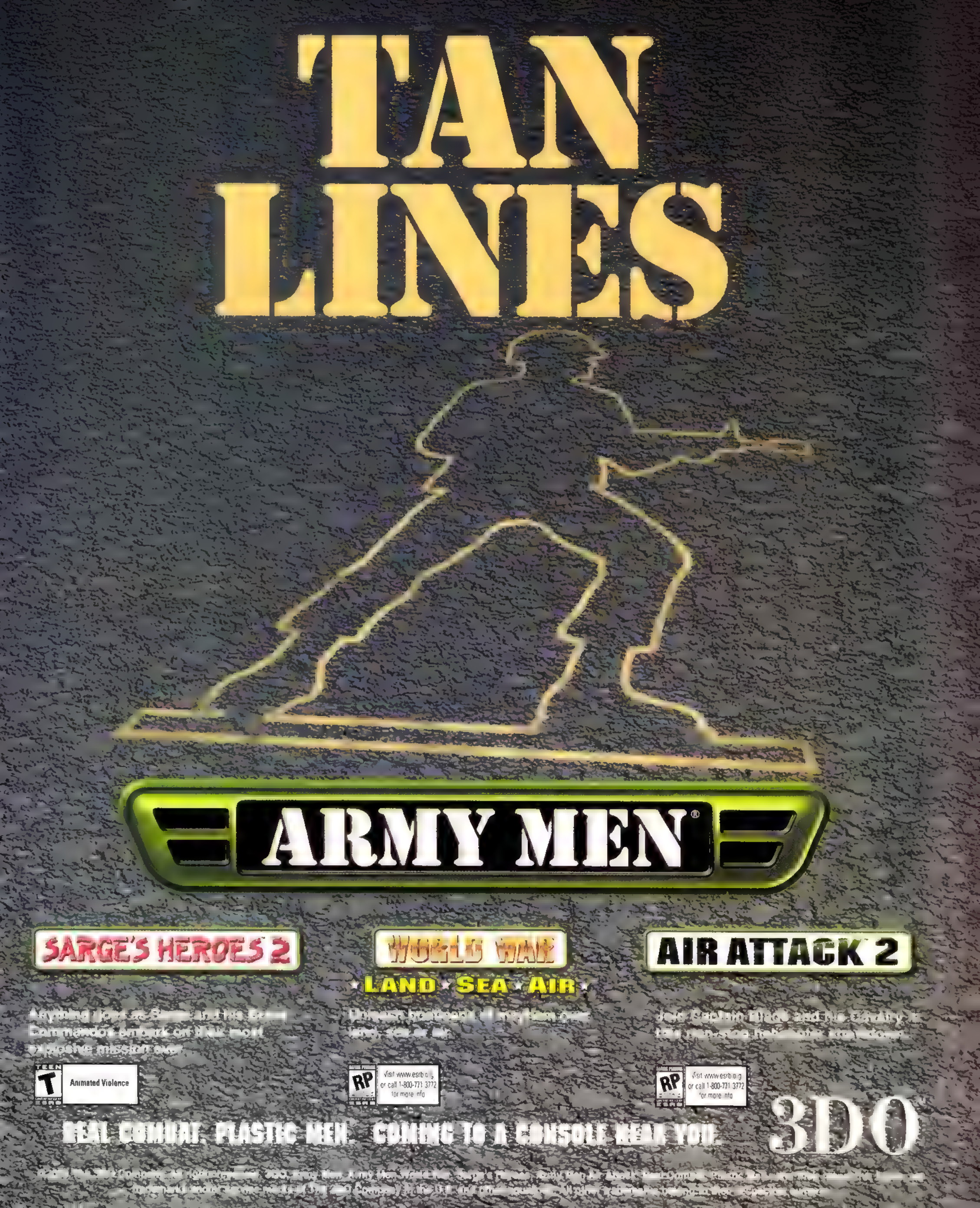
The obligatory monthly Solid Snake coverage

fall 2001





Merely a dark shadow, or is this adversary of Snake's a big Paula Cole fan? You decide.


TAN LINES
ARMY MEN
SARGE'S HEROES 2
WORLD WAR
LAND · SEA · AIR
AIR ATTACK 2
TEEN
Animated Violence
RP
Visit www.esrb.org or call 1-800-771-3772 for more info
RP
Visit www.esrb.org or call 1-800-771-3772 for more info
REAL COMBAT. PLASTIC MEN. COMING TO A CONSOLE NEAR YOU.
3DO

7 Blades

[illegible] space ninjas have invaded the [illegible] rakumaru! Uh, yeah. Based [illegible] **Konami** act[illegible] **winter**

Top Gear: Dare Devil

Pl[illegible] the most popular racing series on Nintendo sys[illegible] **Kemco** Top Gear [illegible] this **November** on the PS2 with Dare Devil. Perform stunts throughout settings like New York, San Francisco, London and Tokyo, destroying telephone [illegible] gas pumps, or anything e[illegible] impedes your progress. The game includes plenty of racing and exploring and as many as eight players can participate in mir games.

Summoner

Control your demons

[illegible] drawn for a day or so with an [illegible] ying game from **THQ** and **Volition**. Ever[illegible] that Summoner will stand out from the pack of conso e RPGs. The most striking feature [illegible] **launch**

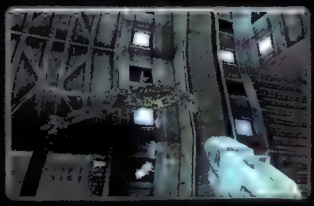
DON'T BE AFRAID OF THE DARK.

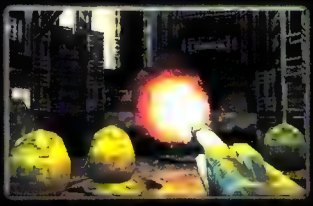
BE AFRAID OF WHAT'S IN IT.

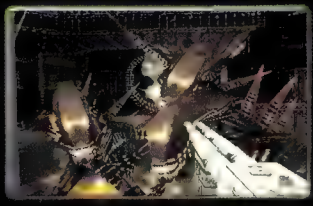
"Alien Resurrection is the most technically superb game available on the PlayStation"
PSExtreme

"Compelling gameplay and genuine tension set Alien Resurrection above all other FPS games."
Gamers Republic

ALIEN RESURRECTION







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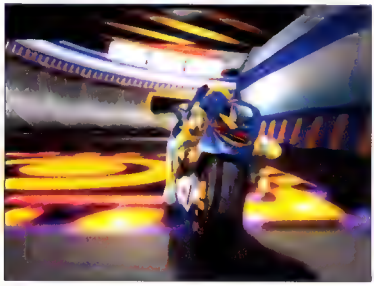


Motor Mayhem

Infogrames is hoping to create a new franchise with Motor Mayhem. If all goes as planned, the game will kick off a series of titles based on the fictional Vehicle Combat League (VCL). As a sort of ultra-futuristic Twisted Metal, MM focuses on nine unique, varied characters (rather than on the vehicles alone). You can even customize your ride extensively as you compete with up to three other players in eight destructible arenas. The VCL gets underway **early next year**.

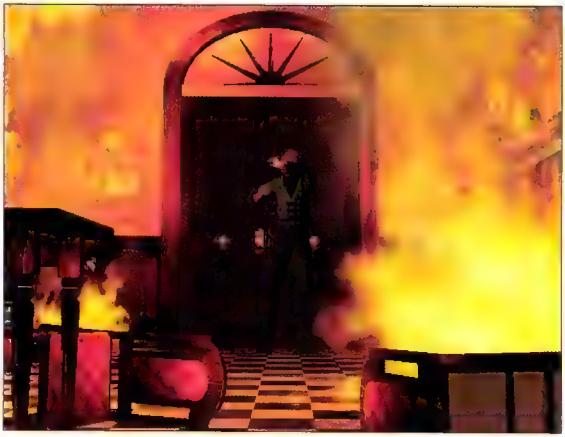
Red Faction

Volition, Inc.—the fellows behind Descent and Summoner—set out to create a first-person shooter with a fully destructible environment, and Red Faction is the spectacular result. Slated for release from **THQ** in the **first half of 2001**, the game adds lots of nifty features to the FPS formula, like weapons with heat-sensor readouts; a stable of land, sea and air vehicles; and, of course, the ability to blast holes anywhere in walls, ceilings, floors, and just about anything else.

Shadow of Destiny

Travel through time to save your neck

You're dead. Unsuspectingly, you were stabbed in the back. You don't know who did it. You don't know why. But thanks to a mysterious man who has transported you back in time 30 minutes before your death, you've been given a chance to prevent your demise. And prevent it you do, but not for good. Death can't be evaded so easily—and it's making your life a living hell. Only by transporting back to four different time periods—1500, 1900, 1980 and 2000—can you hope to restore your world to normal. In each period you're given a certain amount of time before you die, and actions you make in the past can affect the future. **Konami** will bend the time streams **later this year**.



Featured Skaters -
Andy Macdonald
Rick Howard
Josh Kalis
Keith Hufnagel
Danny Way
Brian Howard
Stevie Williams
Jen O'Brien
Colin Mckay
Rob Dyrdek
Alan Petersen
You Can't Defy Gravity. But You Can, However, Taunt It A Little.
Deftones
Cypress Hill
Pennywise
System of a Down
OPM
Snapcase
Goldfinger
Pilfers
No Use for a Name
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EVERYONE
E
Mild Animated Violence
Mild Language

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Coming Soon

August

Action Man	Hasbro	Action
ATV: Quad Power Racing	Acclaim	Racing
Builder's Block	Jaleco	Puzzle
Bust-A Groove 2	Enix	Action
Disney's Aladdin in Nasira's Rev	Sony CEA	Action
Disney's Dinosaur	Ubi Soft	Adventure
Hogs of War	Infogrames	Strategy
LEGO Rock Raiders	LEGO Media	Adventure
Lunar 2: Eternal Blue	Working Des.	RPG
NCAA GameBreaker 2001	Sony CEA	Sports
NFL GameDay 2001	Sony CEA	Sports
Polaris Snocross 2000	Vatical	Sports
Pro Pinball: Fantastic Journey	Take-Two	Pinball
RayCrisis: Series Termination	Working Des	Shooter
RC Revenge	Acclaim	Racing
Spider-Man	Activision	Action
Superman	Titus	Action
Sydney 2000	Eidos	Sports
Team Buddies	Midway	Action
Tenchu 2	Activision	Adventure
TYCO R/C Smash and Bash	Mattel	Racing
Valkyrie Profile	Enix	RPG
Vanishing Point	Acclaim	Racing
Winnie the Pooh: Honey Hunt	Mattel	Adventure

September

Army Men: Air Attack 2	3DO	Action
Bomberman Party Edition	Vatical	Action
Breakout	Hasbro	Action
CatDog: Saving Mean Bob	Hasbro	Action
Championship Motocross 2001	THQ	Sports
Dave Mirra Freestyle BMX	Acclaim	Sports
Destruction Derby Raw	Midway	Racing
Dragon Tales: Dragonseek	Mattel	Action
Duke Nukem: Land of the Babes	Infogrames	Adventure
Earthworm Jim	Interplay	Action
ESPN GOG: Bass Fishing	Konami	Sports
F1 Championship	Ubi Soft	Racing
Family Feud	Hasbro	Misc
Ford Racing	Empire	Racing
Frogger 2: Swampy's Revenge	Hasbro	Action
Galaga	Hasbro	Action
In Cold Blood	Midway	Adventure
Inspector Gadget	Ubi Soft	Action
Jeopardy! 2nd Edition	Hasbro	Misc
King of Fighters	SNK	Fighting
LEGO Stunt Rally	LEGO Media	Racing
Mega Man Legends 2	Capcom	Action
Micro Maniacs	Codemasters	Racing
Ms. Pac-Man Maze Madness	Namco	Action
MTV Sports: Pure Ride	THQ	Sports
MTV Sports: Skateboarding	THQ	Sports
NFL Blitz 2001	Midway	Sports
NHL FaceOff 2001	Sony CEA	Sports
Panzer General: Assault	Mindscape	Strategy
Parasite Eve II	Square EA	Adventure
Power Rangers: Lightspeed Rescue	THQ	Action
Rayman 2: The Great Escape	Ubi Soft	Action
Scooby Doo!	THQ	Action
Sea-Doo Hydrocross	Vatical	Sports
Sesame Street Sports	Mattel	Sports
Speedball 2100	Empire	Sports
Tonka: Space Station	Hasbro	Action
Tony Hawk's Pro Skater 2	Activision	Sports
Torneko: The Last Hope	Enix	Sports
Wacky Races	Infogrames	Racing
World Destruction League: Thunder Tanks	3DO	Action

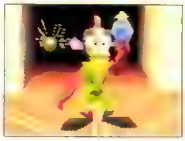
October

Army Men: Sarge's Heroes 2	3DO	Action
Arthur! Ready to Race	Mattel	Racing
Batman: Beyond: Return of Joker	Kemco	Action
Buzz Lightyear of Star Command	Activision	Action
DarkStone	Take-Two	RPG
Dino Crisis 2	Capcom	Adventure
Donald Duck: Quack Attack	Ubi Soft	Action
Dragon Valor	Namco	Adventure
Evil Dead: Hail to the King	THQ	Adventure
FIFA 2001	EA Sports	Sports
The Flintstones: Bedrock Bowling	Southpeak	Action
The Grinch	Konami	Action
HBO Boxing	Acclaim	Sports
The Jungle Book: Rhythm N'Groove	Ubi Soft	Action
Mary Kate and Ashley's Mall	Acclaim	Action
Mike Tyson Boxing	Codemasters	Sports
Mort the Chicken	EA Games	Action
MTV Sports: T.J. Lavin's Ult. BMX	THQ	Sports
The Mummy	Konami	Action
Muppet Race Mania	Midway	Racing
NASCAR Heat	Hasbro	Racing
NASCAR Racers	Hasbro	Racing
NBA Live 2001	EA Sports	Sports
NBA ShootOut 2001	Sony CEA	Sports
Rescue Heroes	Hasbro	Action
RPG Maker	Agetec	RPG
Rugrats in Paris	THQ	Action
Sheep	Empire	Strategy
Tom & Jerry: House Trap	Mattel	Action
Ultimate Fighting Championship	Crave	Action
Vampire Hunter D	Jaleco	Adventure
Worms Pinball	Infogrames	Pinball
WWF SmackDown! 2	THQ	Action
You Don't Know Jack Mock 2	Sierra	Misc

Spyro: Year of the Dragon

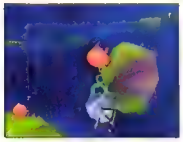
PlayStation's most loveable lizard returns

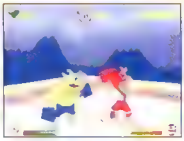
The newest edition of **Sony CEA**'s ultra- [illegible] far. The keyword this [illegible] Dragon is actually some [illegible] mishomer, since the game includes five playable Critters in addition to the loveable Spyro [illegible] And Spyro himself will be seen riding a skateboard, piloting a mini-submarine, blasting enemies [illegible] red through the game's 37 level [illegible] e Dragon's levels being 150 to 200 [illegible] the game is released in **late October** [illegible] earned in Spyro [illegible] like swimming, c[illegible]ing [illegible] o longer require an enemy kill [illegible] ation.



Supporting Cast

In Year of the Dragon, you control everything from a boxing Yeti to a genetically engineered space monkey. Players can now even take control of Spyro's dragonfly companion, Sparks, in a top-down, Gauntlet-inspired minigame. Here's a look at the game's motley cast of characters so far, clockwise from below: Sheila the Kangaroo, Sgt. Byrd the flying penguin, Bentley the friendly Yeti, and Agent 9, a genetically engineered space monkey.





007 Racing

The racing game that isn't

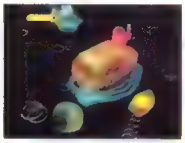
It may be called 007 Racing – but it isn't actually [illegible] meeting Crash Team Racing [illegible] combat game [illegible] **Eutechnyx** [illegible] Need For Speed [illegible] the game is Bond [illegible] cruise around [illegible] mangling madness and picking up power-ups [illegible] game [illegible] **November.**

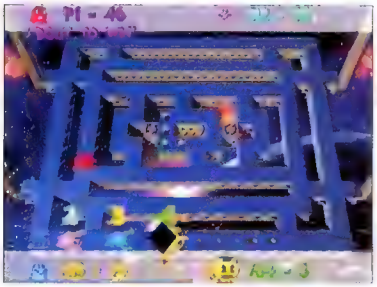
Early images of the game only show the Aston Martin from *Goldfinger*, but hopefully we'll see every boy's dream...the BMW Z8, maybe the Z3 the Lotus Esprit from *The Spy Who Loved Me*. There's no final car list yet, but we'll let you know when we have one.

Ms. Pac-Man Maze Madness

After Ms. Pac-Man chomps her way onto the [illegible]

October courtesy of **Namco** [illegible]





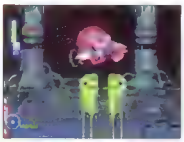
Rainbow Six: Rogue Spear

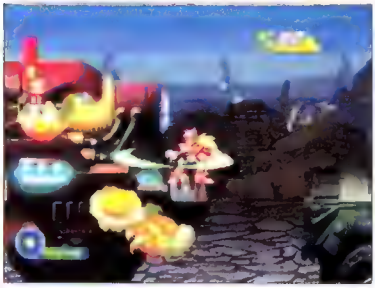
[illegible] **Red Storm**

Mega Man X5

He's bad, blue and ready for more action

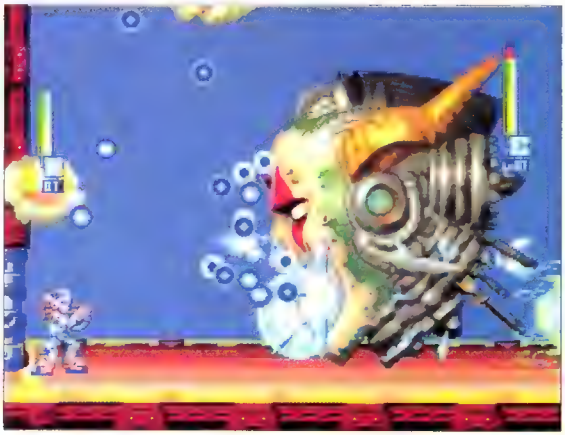
Capcom [illegible] **fall**





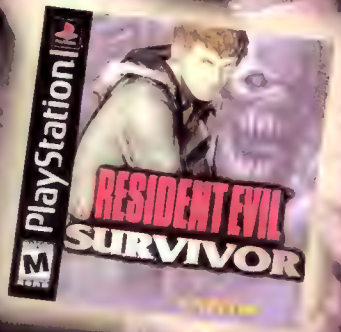
Team Players

As with Mega Man X4, X5 allows you to choose either Mega Man X or Zero to battle your way through the stages. As X, you jump and shoot using your arm cannon in typical Mega Man fashion. But as Zero, you must alter your strategies, as you come only equipped with a Z-Saber. Also, instead of gaining new weapon upgrades like X, Zero learns new fighting tactics as he defeats foes. Using Zero makes the game significantly harder, but adds diversity.



In Your Face Terror

Now experience terror in first person perspective.
Introducing Resident Evil Survivor



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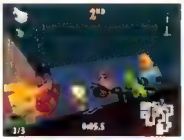
Dave Mirra Freestyle BMX

Experimentation and dangerous creat[illegible] the gnarl est tricks in **Acclaim**'s Freestyle BMX. [illegible] improv sation or your peda,-machine [illegible] Equipped with a modifier button, the [illegible] envelope-pushing), you'll be able to [illegible] er right smack dab in the middle of [illegible] Combos and freestyl n greed and king with the [illegible] **September**

Muppet Race Mania

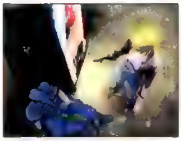
Continuing the current barrage of PS kart racers, **Midway**'s Muppet Race Mania stars, you guessed it, those lovable Jim Henson creations we all grew up with. Lots of them. With 25 total racers and 30 movie-based tracks (e.g., *The Muppet Movie*'s Ghost Town), even adventure, battle and stunt modes—MRM looks to be the largest game of its genre ever. Hopefully, its loose controls can be fixed up by its **October** release date in order to compete with the CTRs of the world.

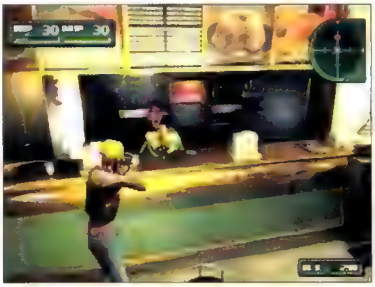


Parasite Eve II

Prepare for the next Eve-olution

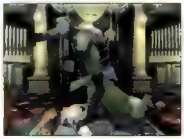
[illegible] **Square** [illegible] Eve [illegible] **September**





Art of War

PE2's new battle system features lock-on targeting and more freedom of movement, but those aren't the only additions. Some weapons now have alternate methods of fire, for example, allowing Aya to fire a single round or a short burst, which can be useful when aiming at inanimate objects in the background. Plus, now battles range through a series of screens rather than being confined to a single room, letting Aya get a little breathing room.



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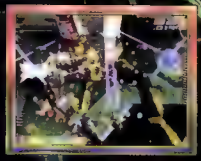

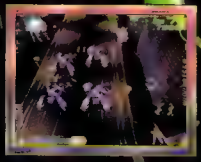

Twitch Games
Nothing Else!

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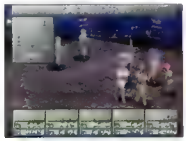
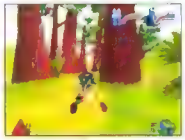
Persona 2: Eternal Punishment

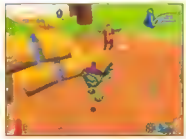
Set three years after the original [illegible] **Atlus** [illegible] takes the story of a group of high [illegible] Samaru Oil. A [illegible] innovative, [illegible] people you can actually manipulate [illegible] versations you have, which equals [illegible] due in **November** [illegible] the dark [illegible]



Buzz Lightyear of Star Command

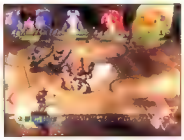
Remember that [illegible] Buzz Lightyear game at the beginning of Toy Story? Well, the [illegible] Rat Race [illegible] game [illegible] Emperor [illegible] multi-leveled world [illegible] myriad of weapons and gadgets for our hero to use throughout his quest. And thanks to a new animation system, equipped with flying Buzz certainly has the [illegible] things to infinity and beyond.

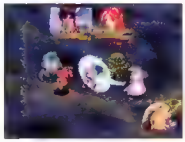




Kamurai

Namco is currently working on this RPG, roughly translated into English as The Coming of God. The game's story was written by Kenji Terada, whose [illegible] work on the first three Final Fantasy games, and it uses 2D sprites placed on top of 3D worlds. The basic premise involves the gods' relationship to humans, some leave the mortals alone, allowing them to live in peace, but others don't. Though no U.S. release of the game has yet been planned, Kamurai should hit Japan this **fall**.

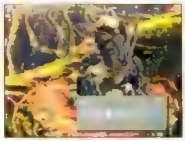


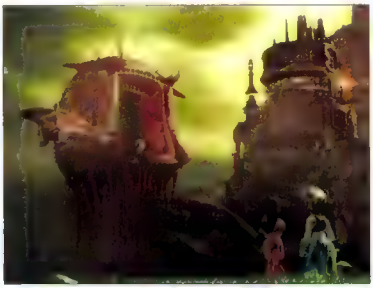


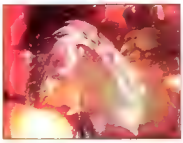
Final Fantasy IX

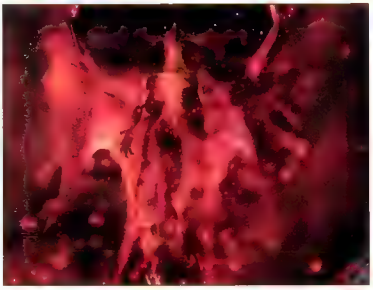
Only a few more months to go...

Square's [illegible] **November** [illegible]









Dino Crisis 2

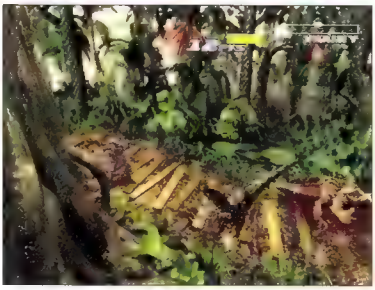
This time, it's shoot anything that moves

Capcom

October

More Ammo!

In addition to dishing out a much larger supply of ammo (you can just plug away at baddies without worrying about stock), Dino Crisis 2 features a wider variety of weapons, including some nasty flamethrowers and rocket launchers. As you progress through the game, you can upgrade and purchase new equipment in order to fight the harder dinos. Also, this time around you're able to carry two guns at the same time to go all John Woo on the beasts.

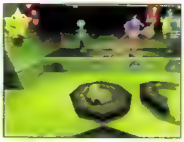


Medal of Honor Underground

EA Games

Muppet Monster Adventure

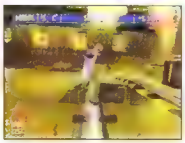
Jim Henson Interactive



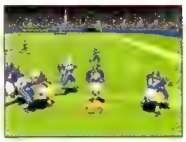
MTV Sports: Skateboarding

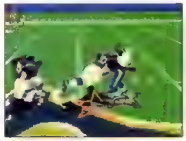
THQ

September



Madden NFL 2001

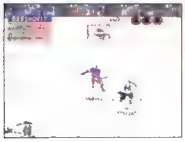


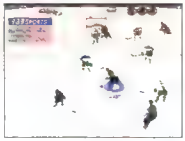


Smash mouth Madden is back with, dare we say, a vengeance. **EA Sports** last grid iron effort was met with rave reviews, but the latest version is more than a few 50-yard strikes better. New defensive controls allow for add ing into run- or pass-oriented models sans the mess of changing the play. The game pushes the PlayStation to its limit when it kicks off in **September** with sharper graphics and new tackling animations.

NHL FaceOff 2001

The Stanley Cup is still warm from the sweat, palms of the New Jersey Devils, but **989** s been sharpening its skates to drop the latest polygonal puck in s **September**. New additions include a long-overdue practice mode, a Shootout mode to rehearse rare penalty shots, a full-scale NHL draft, and finally individual player awards at season's end. Hockey is back in Minnesota with the inclusion of the expansion Wild along with Columbus' new Blue Jackets.

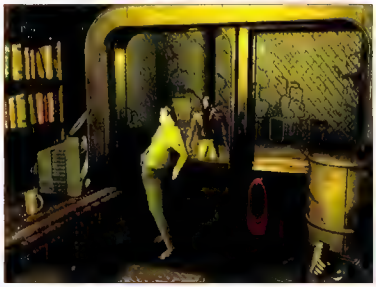


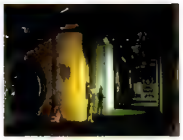


In Cold Blood

His name is Cord...John Cord

EA might be the world's largest game [illegible] but it's not stopping **Midway** from releasing its [illegible] British spy [illegible] Bond. The [illegible] Agent [illegible] hour [illegible] Martin [illegible] Interestingly, the game's [illegible] circuits [illegible] seek [illegible] who [illegible] **September** [illegible]





Tony Hawk's Pro Skater 2

All the world's a skatepark

Our jolly meter has steadily risen over **Activision**'s sequel to th greatest skating game ever, but all the previous buzz was based on expectation and the one level featured on our July demo disc. Now we've got a full-scale playable in our greasy mitts, and it has managed to cast the identical spell of the first THPS. Trying to spell K-A-T-E in Philly? Hunkering down for a two-minute session that turned into two hours was more the norm. [illegible]

With an enhanced Career Mode, THPS is the [illegible] ity. There are 10 tasks per level, ranging from scoring [illegible] points to perform ng a kickflip over an only-reachable-in-a-vide game gap. Success in these tasks y elds rewards of cash, not vide tapes and the dough can be spent on better boards or to build up one of 10 skills, including landing, spinning, lip balance and speed.

Want evidence to the Career Mode dynamism? In the New York level you must acquire five subway tokens spread around the d[illegible] ngly huge area to unlock the subway escalator. Then, you ca skate your way over to Brooklyn Banks via the elevated train track to discover an entirely different part of the Big Apple. THP[illegible] heelflips into stores this **September**.

Back to School

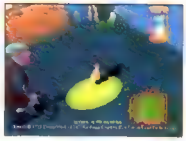
Anyone who's witnessed a skate video even in passing has likely seen spots from the THPS2 level known as "The School."

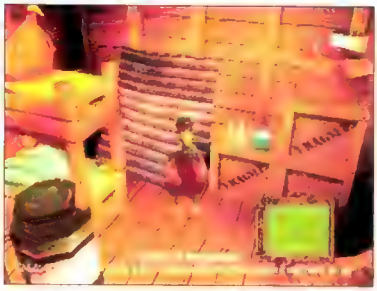
"We created levels with recognizable stuff because maybe you've seen that in real life or on a video," says THPS2 producer Scott Pease. "It really feeds the imagination of what you're doing."

"The School" is a conglomeration of popular skating spots. In this level, you'll even find the legendary "Leap of Faith."

Chicken Run

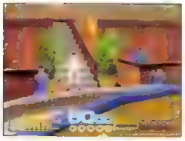
As go-to [illegible] **Eidos** [illegible]





Time Crisis: Project Titan

[illegible] **Namco** [illegible] late this year



NASCAR Heat

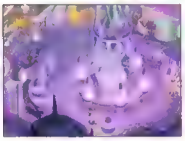
[illegible] **Hasbro** [illegible] **this holiday season**. [illegible]

ATV: Quad Power Racers

[illegible] **Acclaim** [illegible] fixing up this racing game [illegible] **this month**. Race on 12 [illegible] trying outdoor cond[illegible]

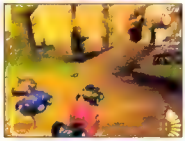
Tales of Eternia

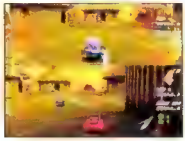
Namco's [illegible]



RC Revenge

This month, Acclaim [illegible] redeem last year's tackiest Re[illegible]

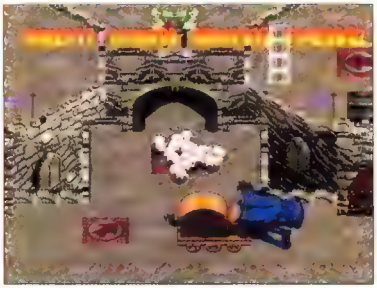




Sheep

Get the flock out of here

[illegible] **Empire Interactive** [illegible] **fourth quarter** [illegible]

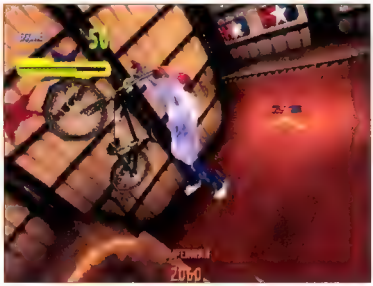


Shepherds

Sheep stars four herders, each with different traits. Bopeep is the gentle gal who uses her matronly instincts to coax the sheep along—a real mother flocker. Adam Halfpint is a tough-guy conspiracy nut, a crazy flocker. Motley is a simple female canine who yearns to be a sheepdog; maybe one day she'll finally become a flocking bitch. Shep is a brilliant but bitter mercenary sheepdog who can't flock like he used to, but that won't stop him from trying.

Mat Hoffman's Pro BMX

[illegible] **Activision** [illegible] **fall** don't expect [illegible] Mat Hoffman [illegible] Arcade Mode [illegible] package.



Blade

[illegible] **Activision**. [illegible] **fall** release

Campbell that the only way a hero can [illegible] is by following his own path. As long a[illegible] ing a path laid out by [illegible] going to [illegible] not going to [illegible] speak. That's one way I've chosen to [illegible]

"There's villainy in Raziel, and there's heroism in Kain"

[illegible]

Goodies vs. Baddies

[illegible]

Nosgoth's Early History

- The human Sarafan [illegible]
- The formation of the Sarafan [illegible] warrior-priests, charged with the eradication of the vampires by the Circle and the crusade to counter the "vampire menace." Raziel, Melek, Turel, Dumah, Kalah, Zephon and Melchiah command the armies.
- The Vampire Purges. Thousands of vampires killed.
- The Sarafan hunt down and destroy the vampires.
- The death of Janos Audron. He is murdered, his heart torn "throbbing and bleeding" from his body.
- [illegible] the Circle. [illegible] [illegible] Pillar of Conflict] in combat.
- The necromancer Mortanius, [illegible] Circle members, and the Pillar of Death punishes Melek for his failure to protect the Circle, [illegible] [illegible] into a magical suit of armor.
- The death of the Sarafan [illegible]
- The Pillars call new successors.
- Moraden retreats from the world of human affairs, [illegible]

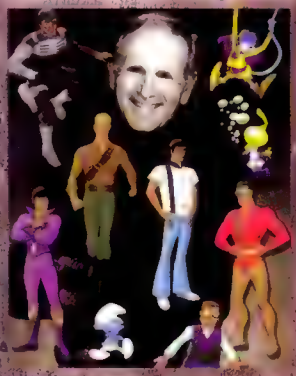
From Smurf to Vampire

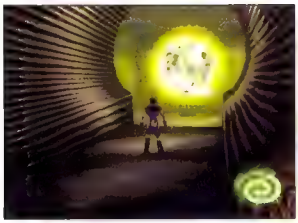
Crystal Dynamics is serious about their voice work. Just check out the expansive resume of Michael Bell, the voice of Raziel: Here's a guy who's gone head to head with opponents ranging from Jean-Luc Picard (as Groppler Zorn in *ST: TNG*'s premiere episode) to the evil wizard Gargamel (as Grouchy, Lazy, and Handy Smurf in *The Smurfs*) and has had roles in everything from *The Monkees* to *G.I. Joe*.

"Soul Reaver is a class act," boasts Bell. "A professional director [Gordon Hunt, *Mad About You*] is a luxury, and the project fares better for the input."

And how does it compare, we wonder, to animation work? "Acting for a video game brings with it a different set of rules. For all intents and purposes, an animated show is equivalent to performing for radio. Sometimes you work with a full cast and other times by yourself, but you always work in real time. By that I mean, you are performing as the character in a situation and at a speed not unlike that of an on-camera gig. With a video game script, you need to be clear enough that the players understand their roles in the action. You try not to go over the top. No room for the method here."

But while Crystal may be serious about Bell, Bell is far from serious himself, tossing out comments about how he "slept with everyone on Star Trek including the caterers...especially the caterers!" (We're pretty sure he's kidding.) And when we ask what he thinks of Soul Reaver, Bell's response is characteristically outlandish: "One evening, I decided to play Soul Reaver and only stopped when my wife announced that our daughter had graduated college. She was 12 when I sat down."





changed over the years, Amy ponders. In some ways I find him an ever [illegible] ing character than Raziel because there's [illegible] complexity to him. Raziel, ironically, is more [illegible] dimensional than Kain at [illegible] because less of his back-story has [illegible] Raziel is flawed, too, though. He's going to make mistakes [illegible] and already has. Growing wings, pissing

"NO BAD GUY EVER THINKS HE'S A BAD GUY"

off his boss and being thrown into a vortex that burns all of his skin off being just a few of them. There's villainy in Raziel, and there's heroism in Kain—and I hope that's fairly evident throughout the dialog in the first two games. Amy [illegible] that is very much the focus of the series, though. If you remove the melodrama and [illegible] elements of his character, [illegible] flawed. Depending on how you look at things, you could call him a tragic hero or an anti-hero. In my opinion, characters painted [illegible] aren't interesting. They're too two-dimensional [illegible] one is ever really so uncomplicated. Everyone [illegible] has their motives for what they're doing, everybody believes they're doing the right thing within their belief system. Kain is basically screwed by his own character flaws, which [illegible] more interesting than the idealized hero figure. [illegible]

sonofabitch [illegible]

[illegible] logical concept is perceived [illegible] Redemption is inextricably [illegible] Raziel's [illegible] earning the [illegible]

[illegible] in a position of [illegible] Amy's conflict-driven [illegible] is that ultimately [illegible] reach an [illegible] the steadfast [illegible] alter the protagonist's [illegible] that this way [illegible] the headstrong character [illegible] has to have the [illegible] these terms [illegible] protagonist [illegible] within the context of [illegible]

PLAYSTATION2 GOODNESS

[illegible] and dark corridors of [illegible] the action [illegible] numerous animators [illegible] one thing becomes clear [illegible] impressive than [illegible] better [illegible] Amy explains when we [illegible] some of the environments [illegible] way, the [illegible] of [illegible] were comforting because they [illegible] the places we could

PRE-BLOOD OMEN HISTORY

[illegible]

[illegible]

go. You could hold back from pushing yourself creatively, absorbing yourself in having treated an [illegible] experience, and blame it on the limitations of the hardware. But as these constraints [illegible] we game developers are being [illegible] more complete freedom to tell the stories and provide the experiences that we envision. What means the crush of responsibility now falls on us to tell a good story.

Although [illegible] every year, in development [illegible] we [illegible] that the few times [illegible] are breathtaking. The [illegible] architecture [illegible] There's [illegible] feel [illegible] the [illegible] great level of detail, the sheer [illegible] we don't have [illegible] Reaver. And we [illegible] as well [illegible] a particular [illegible] impression we've lived with [illegible] and almost claustrophobic [illegible] When we saw [illegible] Reaver [illegible] [illegible] the path [illegible] from [illegible] the [illegible] [illegible] not a pretty [illegible] [illegible] with the PS[illegible] [illegible] [illegible]

[illegible] ordered [illegible] first time. Digging [illegible] deep, of Soul Reaver and check out an area where there's a door or a wall [illegible] the outside [illegible] the buildings. Check out the entrance to a cave and there's the [illegible] inside. These are [illegible] the [illegible] hardware, you don't see that kind of thing in Soul Reaver. Smart [illegible] you don't even [illegible] the mouth [illegible] you see on the [illegible] everything [illegible] because of the [illegible] technology [illegible] [illegible] Reaver [illegible] [illegible] Reaver [illegible] [illegible] [illegible] games [illegible] Reaver [illegible] [illegible] [illegible] atmosphere [illegible] [illegible] [illegible]

REAVING

So is Soul Reaver more of the same [illegible] with [illegible] [illegible] Reaver [illegible]

Sound Department: Kurt Harland, Greg Shaw and Jim Hedges

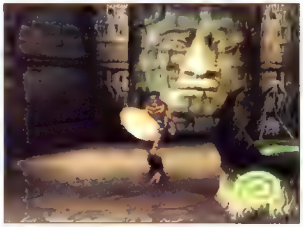
THE EVENTS OF BLOOD OMEN

- Mortanius announces Kain's assassination. Mortanius is in control for now; not Nash'ak'gik, as the village of Ziegsturhl, Kain is ambushed by brigands, who murder him by impaling him with a sword.
- Kain's body is interred in a crypt west of Ziegsturhl.
- Kain awakens in the underworld, where Mortanius offers to revive him, so that Kain may take revenge upon his assassins. Kain, heedless of the cost, accepts the necromancer's offer. The catch: in order to return to the world of the living, Kain is reborn as a vampire.
- Kain awakens, and begins his "career" as a vampire.
- Kain finds his assassins and kills them, putting his revenge—but Mortanius drives him on to the Pillars, saying that the brigands were only the instruments of his murder, not the cause.
- Kain visits the decaying Pillars for the first time, meets the spectre Ariel, and learns the nature of his quest. The Circle—the sorcerers poisoning Nosgoth—must be destroyed for the land to be healed and the Pillars righted. Ariel promises him release and peace when the Balance is restored.
- Following Ariel's direction, Kain [illegible] kills [illegible]

Finding the Perfect Noise

Crystal Dynamics' experienced sound department isn't content to rely on prefabricated sound effects to convey the proper atmosphere of this moody game. So one sunny afternoon in Menlo Park, the whole Soul Reaver team gathered on the back patio of the Crystal offices to smash watermelons, pound on raw meat, break paving tiles and crush soda cans amidst a ring of microphones—all in an attempt to make a perfect noise.

"This may not sound like much," says sound designer and composer Kurt Harland (pictured above; you may recognize him from the new wave band Information Society) as he plays a recording of a crunching Coke can, "but if we drop it a few octaves we get *this*." The unmistakable sound of a sliding stone block fills the studio. "It's a long, tedious process," says Harland, "but it's worth it."



"THE GAME WILL HAVE A PROPER ENDING THIS TIME"

A BRIEF HISTORY OF NOSGOTH

THE EVENTS OF BLOOD OMEN (cont.)

- Kain confronts the immortal warrior Malek, who knows, Malek strongheld, but Malek escapes him.
- Kain meets the Oracle of Nosgoth, a recluse prophetess who holds court in the arctic caves.
- The Oracle warns Kain of the Sarafans of the Nosgoth attacking from the north, of the berserker King Ottokar of Willendorf, helpless to withstand their attack. She gives Kain a vision, showing an [illegible] planted by mortals the Pillar of Dead.
- Kain discovers each of the pillars, leaving one, Pillars of the dead.
- Ariel appears and reveals to Kain that he is the Priest of Balance, and that the only way the Pillars can be healed is for him to sacrifice himself to the Pillar. The consort's war with the Dead, climactic decision: sacrifice himself to heal the world, or release the sacrifice and absorb the world's corruption. Kain chooses the latter path, deciding to rule the world in its corruption rather than [illegible] himself to [illegible]

SOUL REAVER 3?

Although Soul Reaver [illegible] completion, we have to discuss the [illegible] further games. With this game [illegible] shed now, [illegible] things being [illegible] proper ending [illegible] has a [illegible] won't be a cliffhanger. So [illegible] chose, we have to be [illegible] about how [illegible] we actually produce. The idea is [illegible] for sure, but it will be [illegible] where everyone gets [illegible] that. Obviously, there's the [illegible] in the works. See [illegible] detail [illegible] opportunities. [illegible] continue to explore [illegible] history with different [illegible] universe with [illegible] so many interesting players. [illegible] interestingly, is that we wanted to [illegible] they did with [illegible] exploited [illegible] different [illegible]

The Soul Reaver 2 Team

"Vae Victis!"

It may surprise you to hear that Soul Reaver 2 isn't the only Legacy of Kain game in the works. Due around Christmas of 2001 is an alternate sequel to the original Blood Omen: Legacy of Kain. This as-yet untitled project is set 200 years after the first game, and follows the further adventures of the vampire Kain as he prowls the streets of a human city called Meridian. As in the original Blood Omen, you'll need to feed on human blood in order to keep your strength up—but in this bustling city, you're well outnumbered, so you'll need to rely on stealth and cunning to survive. If it comes to outright battle, you'll find a much more varied combat system than in the original game. Kain will engage in proper guard-parry-thrust sword battle with his human enemies, and will also have a number of spectacularly gory special moves at his disposal—as well as certain magic learned in the original game. Even at this early stage, the game looks phenomenal; we can't wait to see more.

AFTER BLOOD OMEN

• Raziel, [illegible] Pillars as the seat of his [illegible] empire, with the untouched Pillars as the base of his [illegible] establishes his empire by recruiting six lieutenants, [illegible] raised by necromancy, cannot "turn" a vampire with the traditional blood gift. By breathing a small portion of his vampire soul into a corpse, he drives the corpse's soul back into the body. The corpse is then raised as a fledgling vampire. In an act of [illegible] betrayal, [illegible] raids the tomb of the six martyred Sarafan commanders. Their soul [illegible] through long [illegible] have been spared the corruption of the [illegible] being [illegible] simple. So [illegible] the revolving gift [illegible] of the Sarafan [illegible] both. Now he [illegible] the six first [illegible] "turns" [illegible] the transformation of his [illegible] long [illegible] vampire.

• Raziel is raised first, and [illegible] the greatest portion of Kain's gift. The six lieutenants have been [illegible] long death to remember much of their human lives, they are ignorant of their families [illegible] or of Raziel's [illegible] private lives.

• Kain's [illegible] guard. The six lieutenants [illegible] of their own, "turning" the [illegible] in their building.

• One [illegible] vampires, but it is the vampire [illegible] of evolutionary [illegible] "greater vampire" are [illegible] by a [illegible] period of [illegible] from which the [illegible] emerges transformed.

• Raziel emerges [illegible] of these [illegible] transformations [illegible] the vampire in the [illegible] of the [illegible] and would be [illegible] gift.

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☐ **Issue 14/November 1998** **$7.99**
playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance. non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

☐ Issue 16-$10
January 1999
Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes: playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

☐ Issue 18-$10
March 1999
PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes: playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Skäter

☐ Issue 19-$10
April 1999
The Year of the RPG
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

☐ Issue 20-$10
May 1999
Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

☐ Issue 21-$10
June 1999
Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

☐ Issue 22-$10
July 1999
25 Games You Must Play
Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2

☐ Issue 23-$10
August 1999
Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

☐ Issue 24-$10
September 1999
EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing

☐ Issue 25-$10
October 1999
Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World

☐ Issue 26-$10
November 1999
Tomb Raider 4
Crash Team Racing Strategy

Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

☐ Issue 27-$10
December 1999
PlayStation 2, Dino Crisis Strategy

Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer

☐ Issue 28-$10
January 2000
End of the World Buyers Guide
Resident Evil 3 Strategy

Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ Issue 29-$10
February 2000
Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000

☐ Issue 30-$10
March 2000
Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere

☐ Issue 31-$10
April 2000
Star Trek Invasion
Saga Frontier 2 Strategy

Demo Disc includes: playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

☐ Issue 32-$10
May 2000
PS2 Japanese Launch
Syphon Filter 2 Strategy

Demo Disc includes: playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ Issue 33-$10
June 2000
X-Men
Fear Effect Strategy

Demo Disc includes: playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session, Deception III: Dark Delusion

☐ Issue 34-$10
July 2000
Tony Hawk's Pro Skater

Demo Disc includes: playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

☐ Issue 35-$10
August 2000
Who Wants to Be A Millionaire

Demo Disc includes: playables: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

GAMES REVIEWED

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THE FINAL SCORE

We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

I Am Not Hardcore

[illegible]

I read game manuals. [illegible]

I don't buy import games. [illegible] for a living, I even [illegible] B [illegible] import [illegible] bragging that I played it before [illegible] rather wait until it's properly localized, [illegible] that's just [illegible] However, that bumps [illegible] hardcore gamers. Whatever.

I actually like Spyro the Dragon. Now, don't get me wrong here. Many hardcore gamers [illegible] that the Spyro games are [illegible] corporate creation, so cute that [illegible] blah blah blah. You know what, [illegible] think Spyro's cute. I realize he was [illegible] in order to sell games—and [illegible] like him.

I hate anime. Maybe it's misplaced affection for all things Japanese. Or maybe it's because lots of Japanese games are influenced by anime (and vice versa). Either way, anime and video gaming have become inseparably intertwined in the psyches of hardcore gamers. This love for anime is also blind, encompassing even some of the worst of the genre—[illegible] absolutely clear on how I feel about this. Most anime sucks. Period.

I don't believe in absurd challenges. [illegible] back in the early days of gaming, [illegible] difficulty was a virtue. After all, it was just about the only variable you could program [illegible] those ancient machines that would lengthen the game time. But I'd like to think video game technology has evolved enough so that it's no longer necessary [illegible] the solution and one times in order to get past that obnoxious [illegible] wizard wyvern. [illegible] according to my hardcore peers, it's [illegible] those kinds of [illegible] that make gaming worthwhile.

[illegible] and breathe video games, I'm just [illegible] according to real gamers. But I'm not [illegible] gamers muddle through their Japanese [illegible] what's really going on. Let them download [illegible] FAQs for their import titles. Let their [illegible] through unbeatable levels. [illegible] games for what they really are: good, [illegible]

Gary Steinman
Managing Editor

MEET THE CRITICS

JOHN DAVISON

[illegible] Johnny England [illegible] kicked us all out by [illegible] [illegible] Will he keep it, though? Find out next month.

FAVORITE GENRES: [illegible]
CURRENT FAVORITES: Soul [illegible]
CAN'T WAIT FOR: Metal Gear [illegible]

JOE RYBICKI

[illegible] month [illegible] to [illegible] and long [illegible] ting, he's actually [illegible] like an [illegible]

FAVORITE GENRES: [illegible]
CURRENT FAVORITES: [illegible]
CAN'T WAIT FOR: [illegible]

GARY STEINMAN

[illegible] wrestling match.

FAVORITE GENRES: RPG, [illegible]
CURRENT FAVORITES: Chrono [illegible]
CAN'T WAIT FOR: [illegible] MGS2, Orphen [illegible]

CHRIS BAKER

[illegible] with [illegible]

FAVORITE GENRES: [illegible]
CURRENT FAVORITES: NFL [illegible]
CAN'T WAIT FOR: Spider-Man [illegible]

TODD ZUNIGA

After [illegible] Todd finished [illegible] dream come true [illegible] attending Dave Eddy's Alternator game. The staff Frankenstein crew uses [illegible] Frenchman's baseball [illegible] sentences.

FAVORITE GENRE: Sports, Xtreme [illegible]
CURRENT FAVORITES: Madden [illegible] Tiger, [illegible] Fans
CAN'T WAIT FOR: Fear Of 2001, ASR 2002, Silent Scope

SAM KENNEDY

Sam just got a PS one from Japan and now everyone in the office wants one! Other than that, he's been having way too much fun playing Chrono Cross—and telling Gary how great it is.

FAVORITE GENRES: Action Adventure, RPG
CURRENT FAVORITES: Final Fantasy X, Castlevania SOTN
CAN'T WAIT FOR: MGS2, DOA 2, Hardcore, Silent Scope

Bust-A-Groove 2

Ball Breakers

Publisher Take 2
Developer Lost Toys
Web Site www.take2games.com

This next addition to Take 2's line of Sports titles is the first to really show the promise of this budget line. Ball Breakers, with its spherically mobilized combatants, feels like **some odd descendant of Marble Madness**.

The game's most impressive feature is its variety. Each environment includes a number of different challenges, from simple races to more interesting pick-up-the-King of the Hill. At Last, Ball Breakers is a bit lacking in balance and polish, the sharp graphics—not to mention the price—makes this a forgivable flaw.

Final Score ●●●◐
Joe Rybicki

E Players: 1-2
Memory Card: 1 block

Ball Breakers

Ball Breakers

Bust-A-Groove 2

Publisher Enix
Developer Enix
Web Site www.enix.com

Fans of the original dance-'em-up will no doubt be curious about the sequel. It's been quite a while coming, but is it an improvement? Um... Well, there are 12 new songs that span a variety of genres from hip hop to jungle and there are 11 venues in which to strut your funky stuff. But **the gameplay itself is virtually identical to the original**. Tap the buttons on the beat and earn points for being groovy. Enix boasts that there's an "all-new scoring system" but I have absolutely no clue what this means.

There are 18 characters to choose from (once you've opened everything up) and these range from the cooler of the original [Hugo's back, among others] to some utterly ridiculous-looking dudes that can't understand. Why, for instance, would you want to dance as a crappy-looking wooden doll? It's not cool. It's not pretty, and it dances like it's laying over. As before, the dance moves are all motion-capture'd and very convincing-looking. But who has time to watch the moves when you're concentrating on tapping the buttons in time? You end up zoning out completely, much like you do when playing PaRappa, and if your concentration wavers for a second, you forget which way is up on the joypad, and which button is which. Ultimately though, it isn't really anything more than the original. **I'm not sure why they bothered.**

Final Score ●●●
John Davison

T Players: 1-2
Memory Card: 1 block

Chrono Cross

It's more than about time for Chrono Trigger's sequel

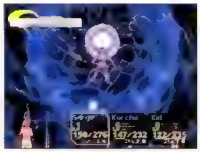
Publisher Square EA
Developer Square Soft
Web Site www.square-soft.com

[illegible] it's someone else's. No one recognizes you. You then find out why: you're dead. You've been dead for more than 10 years. But what of your years of memories? Has your life just been one long dream? Moreover, how are you present if you died many years ago?

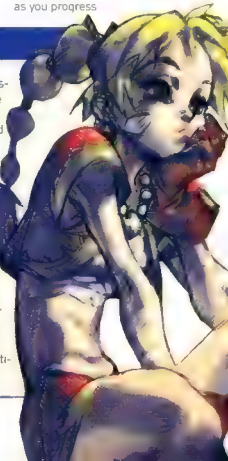
This is the beginning of Chrono Cross, deeply engrossing and extremely thought-provoking story. As you delve into it further, you realize that the existence of parallel dimensions. In one, you are alive and in one you are dead. And it's your intention to find out why.

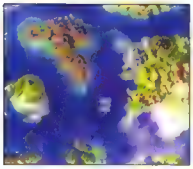
For those unaware, Chrono Cross is the sequel to the Super NES game Chrono Trigger, my personal favorite RPG of all time. So naturally, had nothing but the highest expectations for this game. Amazingly enough, they were more than surpassed. **Chrono Cross is pure magic—any Chrono Trigger fan's dream come true.** While the game doesn't continue the characters or story of the original, it perfectly weaves in familiar elements as you progress.

MAGIC & ELEMENTS



Chrono Cross' intricate magic system is based on elements. There are six different element colors: white, black, blue, red, green and yellow, and each character has an affinity toward certain ones. You're given a grid that will allow you to place elements that you find or purchase on it, and position on this grid will alter effectiveness. As in the original Chrono Trigger, eventually you'll be able to perform combination element attacks. A color graph in the corner of the screen keeps track of element color usage. This graph plays an important role for statistical boosts during battles.





While the story immediately had me interested, it was the innovative battles in Chrono Cross that really got me hooked. **Never before have I seen such ease and depth involved in a game's battle system.** First of all, as in the first Chrono Trigger, all battle encounters are visible on-screen, so they can be avoided. Additionally, you're allowed to run away from a battle at any time—even with bosses. Inside the battles, Chrono Cross gives each character seven stamina points. And while the fights are carried out in the standard turn-based fashion, you can select to use any character as long as he or she has stamina remaining. Players can then choose to unleash a weak, medium, or strong attack based on the amount of stamina available. And the ability to switch to other party members in the middle of an attack adds lots of strategy. Once a battle is over, you're given the option to automatically heal your party—the game will search through your available inventory to replenish your team's strength. This is one of the greatest additions to the RPG genre.

Graphically, Chrono Cross is incredible. **It may not have the glossy look of the Final Fantasy games, but in my opinion, this is better.** And aurally, CC is a masterpiece. The soundtrack, once again scored by Yasunori Mitsuda, is one of the finest video game compositions ever. A few of the original game's songs have been masterfully redone, but most of the music is new. However, even these new pieces often reference older Chrono Trigger melodies—sometimes with just a four-note phrase—that only devotees would recognize. They sent chills down my spine.

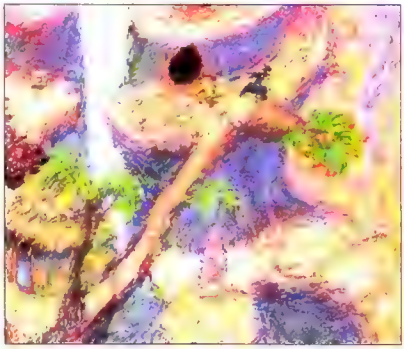
Chrono Cross will surprise people with the amount of acquirable party members—over 40. This may sound like an excess, but every single one is a worthy addition to your party. And having all these characters does wonders for the game's replayability—you'll need to go through more than once to obtain them all. Also, each will offer unique opinions as the game unfolds, which makes it worthwhile to go back and acquire them all.

While Chrono Cross certainly does not have the hype of Final Fantasy games, it has a special magic that can't be denied. Not only does it offer much innovation for the RPG genre, Chrono Cross is one with a polish rarely seen in games today. **In fact, Chrono Cross has become my favorite RPG for the PlayStation.** And I can't think of much better praise than that.

Final Score ●●●●●

Sam Kennedy

Players: 1
Memory Card: 1 block



One part of Chrono Cross takes place in a world that looks like a painting.

SERIES RECAP

Released in 1995, Chrono Trigger for the Super Nintendo is widely regarded as one of Square's greatest games of all time. Featuring the talents of Hironobu Sakaguchi (Final Fantasy), Yuji Hori (Dragon Quest) and Akira Toriyama (Dragon Ball Z), Chrono Trigger required you to travel through time in order to alter events in the past and future.

A pseudo-sequel soon followed in Japan called Radical Dreamers. Few gamers ever got to try it, though, as the title was only available through Nintendo's Satellite service in Japan. Much of Chrono Cross is based on that game.

Digimon World

Disney's Dinosaur

Digimon World

Disney's Dinosaur

Digimon World

Publisher Bandai
Developer Bandai
Web Site www.bandai.com

[illegible] **ridiculously, offensively simplistic** [illegible] **no story to speak of** [illegible]

Final Score ●◐

Joe Rybicki

Players: 1-2
Memory Card: 1 block

Disney's Dinosaur

Publisher Ubi Soft
Developer Sandbox [illegible]
Web Site www.ubisoft [illegible]

[illegible] **fatal lack of attention to detail** [illegible] **the FMV cutscenes** [illegible]

Final Score ●◐

Gary Steinman

Players: 1
Memory Card: 1 block

Monster Rancher BC2

Mortal Kombat SF

Monster Rancher BC2

Mortal Kombat SF

Monster Rancher Battle Card: Episode II

Publisher Tecmo
Developer Tecmo
Web Site www.tecmoinc.com

MRBC may be yet another attempt to [illegible] those collectible card games—but make no mistake. This one rises to the top of the deck on its own merits. [illegible] have been ported over from a Game Boy cartridge (although that quirky, deughtful Monster Rancher style is we... represented). And granted, the story is just a flimsy excuse to play the [illegible] MRSF [illegible] counts, with a **deep yet accessible battle system and sublimely balanced artificial intelligence**.

[illegible] starters, MRBC's challenge levels just right. It took me [illegible] the game, and [illegible] me was effortlessly swapping cards into and out of my team without ever get[illegible] management. Although [illegible] numbered my defeats, many of the battles came down to the final few cards—those kind of tough fights for the finish that give [illegible] of an [illegible] street fight each win.

Be warned, though: MRBC isn't for everyone. The game consists of **card battle after card battle—and that's about it**. But with tons of replay value, addictive but oddly relaxing gameplay and [illegible] characters, MRBC is a real treat that [illegible] hours of your time.

Final Score ●●●◖
Gary Steinman

E **Players: 1**
Memory Card: 1 block

Mortal Kombat: Special Forces

Publisher Midway
Developer Midway
Web Site www.midway.com

"Aaawwwww, yeahhh." The catchphrase of Mortal Kombat: Special Forces' main character, Jax, sums up the quality of this 3D action/adventure nicely—but only in its originality and [illegible] that back. After all, it's the only game I've ever played in which you can enter a woman's locker room, stand right next to her as she bathes (in bikini and thigh-high boots, no less), and [illegible] hostility toward you whatsoever. Now if that isn't an original idea for quality [illegible]

With the [illegible] intriguing scene, however, MKSF is **just a bad Tomb Raider—sans any hint of complexity**. A typical puzzle [illegible] plates in a garage [illegible] use the digits for the code [illegible]

And the [illegible] special [illegible] great name [illegible] but what's the use when just **hitting the X button repeatedly can kill any opponent (even *all five* bosses!)**? The cool sniping mode does help break the monotony, though.

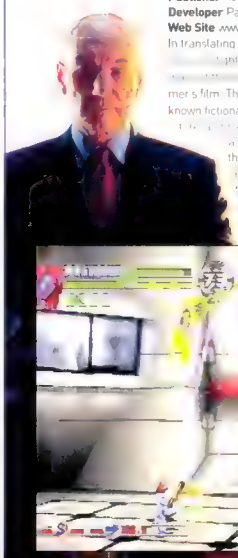
In the end, this game [illegible] Mortal Kombat [illegible] behind [illegible] Kano's [illegible] hidden [illegible]

Final Score ●◖
Chris Baker

M **Players: 1**
Memory Card: 1 block

X-Men: Mutant Academy

A faithful representation, but a flawed fighter

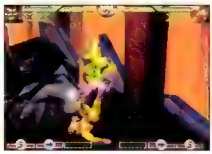


Publisher Activision
Developer Paradox
Web Site www.activision.com

In translating the beloved *X-Men* comic [illegible] mer's film. These are some of the best known fictional characters of popular cul[illegible] the right look, setting, person[illegible] enough [illegible] On [illegible] another cheap license exploitation. While the results are solid enough, sadly Mutant Academy doesn't seem to have fared as well in the translation as the film has.

It [illegible] problem seems to be simply that **this game wasn't designed by an experienced developer of fighting games**. (Paradox's only other fighting experience [illegible] Kill and the [illegible] Tang [illegible] style.) This leads to a [illegible] but minor [illegible] into major [illegible]

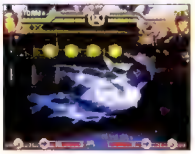
Mutant Academy's movesets don't have nearly the depth of a Tekken or a



CEREBRO HEMOVVAAD:

X-Men s Cerebro Mode has lots of treats for the X-Men fan. Aside from alternate costumes and cinemas, you'll find artwork from the comics and stills and promo shots from the film, like these above (left to right): Wolverine's debut, in *The Incredible Hulk* #181, *Wolverine* #1, a sharp film promo, and badass Hugh Jackman in action

Street Fighter, for example, making for somewhat limited selections of grabs and special moves, which are usually big selling points for fighting games. Now, **what specials they do have tend to be pretty damn cool** – I don t think I've seen many more stylish moves than Wolverine s *Matrix*-style spinning kick—but even the coolest looking moves get tiring after awhile. Also problematic is the lack of an in-game move list, this is crucial to mastering a character in a fighting game, and neither the manual nor the Academy Mode includes a complete list.



Other complaints include the limited character roster, the fixed progression of enemies in Arcade mode, and the sometimes-slippery controls—especially for the more complex moves.

But the game s far from all bad. Paradox did do **a fine job of presenting the characters accurately**, complete with proper settings. The graphics overall are extraordinary, especially in the crisp, detailed arenas, my only complaint in terms of look s the somewhat stiff anima tion. And though many of the sound effects are exceptionally dul most kicks and punches sound like a wooden ruler hitting a warm slab of beef. The more spectacular moves are accompanied by appropriately spectacular aural effect

A [illegible] a gallery of artwork, [illegible] extra costumes and cinem[illegible] are awarded upon comp[illegible] certain goals. Ther[illegible] assortment of goodies for both the visual and the [illegible] problems, the [illegible] are short and sort of goofy looking the movie stills and prom[illegible] tend to be quite uninteresting, the alternate costumes are mostly minimal palette swaps, and much of the artwork is quite bland. There is a nice assortment of cor[illegible] (shown above), wh[illegible] part the best offerings of the bunch. [illegible] and [illegible] serious X-Men fans, **I just wish it had a bit more depth**.

And I guess that goes for the rest of the game, a [illegible]

Final Score ●●●

Joe Rybicki

T TEEN
Players: 1-2
Memory Card: 1 block

SPECIAL SCHOOL

If you were thinking, as I was, that the Academy Mode would prove to be a career mode like SFA2's World Tour, think again. It s nothing more than a simplistic training mode with delusions of grandeur.

NCAA Football 2001

NCAA Football 2001

Publisher EA Sports
Developer Tiburon
Web Site www.easports.com

[illegible] disappointe[illegible] Madden [illegible] latest [illegible] NF[illegible] Tiburon development squad [illegible] N[illegible]

Just a quick look at the graph[illegible] tell you that. While Madden s look only seems to improve every year, **it's tough to distinguish NCAA 2001 even against NCAA 99.** The game has the potential to look so much better.

That being said, I do find NCAA [illegible] rally strengthen an already great product. Advanced Player Control tops the list, allowing you to **control *any* offensive player on the field**. Want to fill the [illegible]

Other notable add[illegible] large mass of [illegible] and more crisp animation for the great [illegible] touch—and you're still [illegible] over, left and r[illegible]

Still, the lack [illegible] in the graph[illegible] al arena makes N[illegible] 2001 **only worth purchasing for those who absolutely love their college football**, like me! Other pigskin fans will prob[illegible] wait for Madden N[illegible]

Final Score ●●●◖

Chris Baker

E EVERYONE
Players: 1-8
Memory Card: 15 bl.

NCAA Football 2001

NCAA Football 2001

But enough about us...

What do *you* think?

opm@ziffdavis.com

READER REVIEWS

"Legend of Dragoon is more akin to Shadow Madness than Final Fantasy. **The story is uninspired, and the writing is awful.** The whole package comes off as the epic brainchild of a seventh-grader."

Aaron Jakos, DrWahad@aol.com

"I think that Covert Ops: Nuclear Dawn was a good game despite the camera angles. It has **a great story,** nice graphics, and good voice acting."

Justin Robertson, via the Internet

"Urban Chaos has got to be **one of the hottest games** I have played in a while. the game has a lot of realistic qualities, and the characters actually sounded like real people."

oodoozonoodooz@aol.com

Teletubbies

Rampage Through Time

Samurai Shodown: Warrior's Rage

Teletubbies

Rampage Through Time

Play With The Teletubbies

Publisher Knowledge Adventure
Developer Asylum
Web Site [illegible]

[illegible] the hospital [illegible] old Kelsey taught [illegible] for Bob [illegible] The game [illegible] at first Kelsey [illegible] very [illegible] appear on the Tubbies [illegible] After a while, though, **she found the repetition of the few activities simply boring.** The average preschool [illegible] tent and entertainment [illegible]

Final Score ●●

Bob and Kelsey Conlon

Players: 1
Memory Card: N/A

Rampage Through Time

Publisher Midway
Developer [illegible]
Web Site [illegible]

[illegible] for this game. The [illegible] games resemble classics like Asteroids and Breakout. **they just lack a certain factor I like to call "fun."** [illegible]

Final Score ●◖

Chris Baker

Players: 1-3
Memory Card: 1 block

Samurai Shodown: Warrior's Rage

Publisher SNK
Developer [illegible]
Web Site [illegible]

[illegible] Warrior's Rage [illegible] 2D fighting games. Instead, **it's a poor 3D fighter that in no way lives up to its namesake.**

Samurai's graphics look [illegible] Rendered [illegible] which is essentially useless. You also have access to **some super moves, but overall there's nothing new to be found here.**

Warrior's Rage does offer [illegible] secrets to unlock, but these [illegible] the poor graphics and gameplay elements. The rendered cinemas don't redeem [illegible]

Final Score ●◖

Sam Kennedy

Players: 1-2
Memory Card: 1 block

Transformers: Beast Wars Transmetals

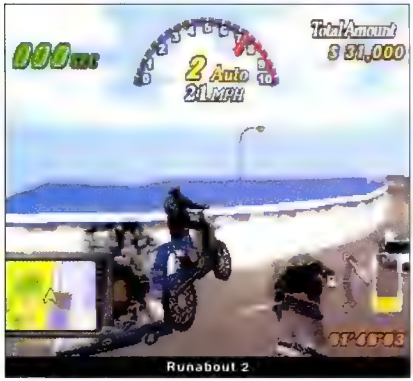
Publisher Bam! Interactive
Developer Genuity
Web Site www.hasbro.com

Beware the [illegible] this game, any [illegible] have for the original. Transformers or fighting games in general may be in serious jeopardy. Transmetals is an arena-style fighter with **as much flair as a loaf of wheat bread.** There are lots of explosions and [illegible], but the only people [illegible] the bang-bang enhancements will be epileptics. If you really like Optimus Primal and Rattrap [illegible] game for curiosity's sake. But don't

Final Score ●

Todd Zuniga

Players: 1-2
Memory Card: 1 block



Runabout 2

Runabout 2

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] **the sequel is a dismal failure of a follow up.** [illegible] near framework and appalling graphics [illegible] more powerful [illegible] impossible and the missions are [illegible] that [illegible]

Final Score ●

John Davison

Players: 1
Memory Card: 1 block

Transformers: BWT

Transformers: BWT

Valkyrie Profile

Valkyrie Profile

Publisher Enix
Developer tri-Ace
Web Site www.enix.[illegible]

It's not often that I have a chance to gush about tasty 2D visual effects like parallax scrolling, but [illegible] with the advent of the [illegible] parallax scrolling is a technique in which graphics are drawn [illegible] layers that scroll at different speeds. Back in the bit [illegible] days [illegible] thing was done in the 3D [illegible] games and added depth. While the foregrounds [illegible] faster than the backgrounds, images [illegible] three-dimensional [illegible] entire sprite based.

Valkyrie Profile [illegible] nique brilliant. A few screens [illegible] to mind like an early, [illegible] field of deep red [illegible] guide by, in the [illegible] developer [illegible] seemingly without [illegible] beyond the character. And then there are the towns and dungeons — **hand drawn, with stunning scenic details that scroll by all around you**.

While the depth in the [illegible] just an illusion, the depth [illegible] gameplay is very real. The [illegible] levels all have numerous [illegible]

[illegible] Idin won't be too happy with you.

Even more impressive than the graphics and depth, though, is VP's combat system. Each of your four party members is assigned to a different [illegible]

The only problem I had with Valkyrie Profile is the learning curve. For the first few hours [illegible]

Final Score ●●●●
Gary Steinman

Players: 1
Memory Card: 2 blocks

Valkyrie Profile

Valkyrie Profile

Review Archive

Game names in [illegible] indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	III
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Akuji the Heartless	Crystal Dynamics	●●●	18
Alen Lalas International Soccer	Rockstar	●	23
Alundra	Working Designs	●●●●½	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●½	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Accaid	½	35
Army Men 3D	3DO	●●●	20
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: World War	3DO	●½	34
Assault	Midway	●●●	15
Asteroids	Activision	●●●½	16
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●½	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●½	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Battlezone: Global Assault	3DO	●½	31
Beast Wars	Hasbro Interactive	●½	5
Big Air	Accolade	●½	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●½	19
Blasto	Sony CEA	●●●½	8
Bloody Roar	Sony CEA	●●●½	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●½	19
Bomberman World	Atlus	●●½	13
Boombots	Southpeak	●●½	27
Bottom of the 9th '97	Konami	●●●½	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breath of Fire III	Capcom	●●●½	9
Brigandine	Atlus	●●●½	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●½	27
Brunswick Circuit Pro Bowling	THQ	●●●½	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●½	23
Builder's Block	Jaleco	●●●½	35
Bushido Blade 2	Square EA	●●●½	14
Bust A Groove	989 Studios	●●●●	16
Bust A Move 99	Acclaim	●●	19
Bust A Move 4	Natsume	●●●●	17
C: The Contra Adventure	Konami	●½	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●½	3
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●½	25
Chessmaster II	Mindscape	●●●½	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●½	29
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●½	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●½	28
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●½	31
Colony Wars: Vengeance	Psygnosis	●●●½	14
Command & Conquer: Red Alert	Virgin	●●●½	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Countdown Vampires	Bandai	●½	32
Covert Ops: Nuclear Dawn	Activision	●●½	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Crow	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●½	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dead in the Water	ASC	●●½	17
Dead or Alive	Tecmo	●●●●½	8
Deathtrap Dungeon	Eidos	●●½	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destregia	Koei	●●●●	16
Devil Dice	THQ	●●●½	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Dino Crisis	Capcom	●●●●	25
Downhill Mountain Bike Racing	Activision	●●½	27
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Duke Nukem: Time to Kill	GT Interactive	●●●½	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●½	29
Dune 2000	Electronic Arts	●½	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Hardcore Revolution	Acclaim	●½	30
Einhgeer	Square EA	●●●½	21
Einhander	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●½	20
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●½	34
F1 2000	EA Sports	●●●½	33
Family Game Pack	3DO	●●½	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●½	30
Fear Effect	Eidos	●●●●½	31
Felony 11:79	Ascii	●●●	1
FIFA 98	EA Sports	●●●½	4
FIFA 99	EA Sports	●●●●½	17
FIFA 2000	EA Sports	●●●●½	27
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	●●●½	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●½	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Formula 1 '97	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●½	28
Forsaken	Acclaim	●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●½	11
Freestyle Boardin' '99	Capcom	●●½	18
Frogger	Hasbro Interactive	●●½	4
Front Mission 3	Square EA	●●●●½	31
Future Cop: L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●½	3
G-Police 2	Psygnosis	●●●●	25
G-Darius	THQ	●●●●	13
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●½	28
Gauntlet Legends	Midway	●●½	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●½	20
Gex: Enter the Gecko	Midway	●●●½	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Grand Theft Auto	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29

REVIEWS

Review Archive (cont.)

Game names in indicate a Greatest Hits title. Ratings in red indicate a five-disc score

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◐	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto London 1969	Rockstar	●●◐	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◐	26
Granstream Saga	THQ	●●●	10
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●◐	15
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◐	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◐	30
Hot Wheels Turbo Racing	Electronic Arts	●●◐	25
Hydro Thunder	Midway	●●	31
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◐	28
Int. Superstar Soccer '98	Konami	●●●●◐	11
International Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◐	35
Jackie Chan Stuntmaster	Midway	●●●◐	30
Jade Cocoon	Crave	●●●◐	23
Jeopardy!	Hasbro Interactive	●●●●	17
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◐	3
Jet Moto 3	989 Studios	●●●◐	26
Jimmy Johnson VR Football	Interplay	●●	2
JoJo's Bizarre Adventure	Capcom	●●●●◐	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◐	28
K-1 Revenge	Jaleco	●●◐	18
Kagero: Deception II	Tecmo	●●●●◐	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◐	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◐	16
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◐	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
Legacy of Kain: Soul Reaver	Eidos	●●●●◐	25
The Legend of Dragoon	Sony CEA	●●●●◐	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◐	35
Lode Runner	Natsume	●●◐	4
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar Silver Star Story Complete	Working Designs	●●●●◐	22
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◐	13
Madden NFL 2000	EA Sports	●●●●●	25
Marvel SH vs. Street Fighter	Capcom	●●●◐	18
Marvel Super Heroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◐	30
Mass Destruction	ASC	●●◐	3
Maximum Force	Midway	●◐	2
MDK	Playmates	●●◐	3
Medal Of Honor	Electronic Arts	●●●●	27
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◐	32
Mega Man Legends	Capcom	●●●●	12
Mega Man X4	Capcom	●●●	4
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◐	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◐	12
Mobil 1 Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◐	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
[illegible]	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●◐	20
Mortal Kombat 4	Midway	●●●◐	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◐	14
Motorhead	Fox Interactive	●●●◐	14
Mr. Domino	Acclaim	●●●◐	15
Mr. Driller	Namco	●●●●	33
MTV Music Generator	Codemasters	●●●●	28
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR Rumble	Electronic Arts	●●●◐	31
NBA Fastbreak '98	Midway	●●◐	4
NBA In the Zone '98	Konami	●●◐	7
NBA In the Zone '99	Konami	●●●◐	19
NBA In the Zone 2000	Konami	●●◐	28
NBA Live 98	EA Sports	●●●●◐	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◐	28
NBA ShootOut 98	Sony CEA	●●●◐	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◐	18
NCAA Final Four 2000	989 Studios	●●●◐	28
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◐	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◐	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◐	33
Need for Speed: V-Rally	Electronic Arts	●◐	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◐	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
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NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
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Nightmare Creatures	Activision	●●●◐	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◐	15
Nuclear Strike	Electronic Arts	●●●●◐	3
O.D.T.	Psygnosis	●◐	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◐	15
[illegible]	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◐	25
Pandemonium! 2	Midway	●●●◐	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◐	6
Point Blank 2	Namco	●●●◐	20
Pong	Hasbro Interactive	●●●◐	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◐	21
Porsche Challenge	Sony CEA	●●●◐	1
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
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Rampage 2: Universal Tour	Midway	●	21
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Re-Volt	Acclaim	●●	26
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Red Asphalt	Interplay	●◐	3
[illegible]	Natsume	●●●	3
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[illegible]	Electronic Arts	●●●	11
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LEGACY OF KAIN: SOUL REAVER

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left
Constrict: Hold L1 and press Down, Up, Right, Left, Circle, Up, Up, Down
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down

Army Men: Air Attack

Enable All Co-Pilots:

Lake: Bunker Lake
Pressure: None
Season:

Wind Direction:
Wind Speed
Water Temp:
Water Quality:
Start Time:
Time Elapsed:
Best Lures:
Hint:

Bass Landing

Weather Yesterday
Weather Today:

Colin McRae Rally

Open All Tracks:

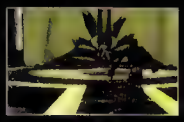
The Bosses

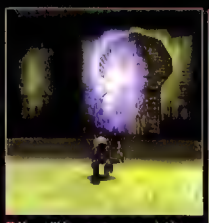
Melchiah

■ **Difficulty:** Easy
■ **Reward:** Phasing Ability
■ **How to defeat Melchiah:** Melchiah is pretty slow moving but he will tag you if you get too close. Keep moving, and you will have nothing to worry about.

1. **Lure Melchiah to one of the side rooms.** Enter through a hole that's high up. Hold the lever until the boss is underneath the gate. Smash his head with the sharp gate, and escape to the room on the opposite side.
2. **Repeat what you did with the last room.** He should be bloody by now.
3. **Hurting him a second time will free up the crank** on the pedestal. Lure Melchiah into the center cage. Run quickly out of the cage and turn the crank. Melchiah will be defeated in a gruesome fashion by the giant spinning blades that fall from the ceiling.

■ **Lure Melchiah to the side rooms,** and try to pin him with the gate.





■ **You will have to move quickly** to find and strike Kain down.

Kain

■ **Difficulty:** Moderate
■ **Reward:** The Soul Reaver sword
■ **How to defeat Kain:** Kain's pattern is surprisingly easy, though a little tricky when it comes down to execution. Kain will teleport to one of three set locations around the Pillars of Nosgoth. When he appears, he will start to charge up the Soul Reaver. If you get hit, you will automatically be sent to the Spectral Realm. All it takes is a single claw swipe to knock Kain out of his weapon charging. It will take three hits to end your fight with Kain. If you are in the Spectral Plane, avoid the two wraiths that are found circling the Pillars of Nosgoth.

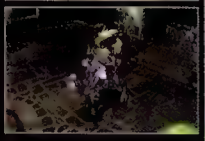
Aftermath: Kain will attempt to use the Soul Reaver on you, but the sword will shatter. To claim it for yourself, enter the Spectral Realm and grab the ethereal form of the sword.

Mini-Boss: Morlock

■ **Difficulty:** Easy
■ **Reward:** Telekinetic Force
■ **How to defeat Morlock:** Leap over to the central platform while dodging his telekinetic blasts. If you have the Soul Reaver, hit him three or four times with it, then drain his soul. If you do not, pummel him with your claws, then throw him into the water.

His attacks are extremely powerful, so you stand a good chance at being tossed into the water or back to the Spectral Realm.

Defeating Morlock isn't too tough as long as you keep moving. He is the first enemy that will shoot telekinetic blasts at you.

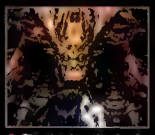


■ **Get in close** and start hitting him with everything you've got!

Zephon

■ **Difficulty:** Moderate/Kinda hard
■ **Reward:** Wall Climbing
■ **How to defeat Zephon:** Zephon will swing his legs in an attempt to impale you. If you get too close to his head he will snap at you.

1. Try to get Zephon to take a swing at you. If his leg sticks in the ground, take a whack at it.



2. The shock and pain of losing a leg will force him to drop out an egg. It will appear as an orangish oval-shaped thing in front of his belly.
3. Dodge Zephon's attacks and pick up the egg.
4. In the back of the room is a dead vampire hunter with a still-lit flamethrower. Hold the egg in the flames to ignite it.
5. Turn back toward Zephon and throw the egg at him. Repeat this two more times and Zephon will be no more.

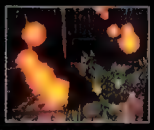
Rehab

■ **Difficulty:** Easy
■ **Reward:** Swimming
■ **How to defeat Rahab:** Rahab and his kin have evolved to the point where they are no longer harmed by water. However, the Rabahim still have a susceptibility to sunlight. This is the weapon you must use against the aquatic vampire Rahab. To obtain the ability to immerse yourself and swim in water, defeat him.

Dumah

■ **Difficulty:** Hard
■ **Reward:** Ribbon
■ **How to defeat Dumah:** Enter Dumah's throne room while in the Material Realm. Pull out all three stakes that pin him to his throne. This will bring him back from the dead. With Dumah awake, he will start to attack.

Whenever this boss stops, it means he's going to stomp the ground. When he does this, leap up and glide. If you are on the ground when he does this, you will be stunned. If Dumah reaches you, he will use the ribbon attack on you and you will lose a lot of health. Move slow and steady and lure him to the furnace room. Once inside, turn on the gas, then trick him into standing within the central section. Then turn on the burners and watch the last of Kain's corrupted be destroyed by the purifying flame.



Final Kain

■ **Difficulty:** Easy
■ **Reward:** the ending...
■ **How to defeat Kain:** This is the final battle, and Kain will move significantly faster than the last time you met him. However, you will defeat him in pretty much the same way.

Kain will teleport to one of the massive stone steps. Once he appears, he will start charging one of his powerful attacks that will spell your demise. As soon as you see a blue glow, head for it as fast as you can. Hit Kain with your Soul Reaver, and he will teleport away to a higher step. Once again, make your way to him and slice him. He will teleport once more to an extremely high up step. You must move quickly to reach him. Once you stab him, Kain will take leave. Enter through the portal that is found nearby, and you will be treated to the ending.

screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country) you will see that you can now choose the Super Special stage in Greece.

DarkStalkers 3

Enter these codes at the character select screen.

Play as Male Shadow: Highlight the ? box, press Select, Select, Select, Select, Select, then press any button.

Play as Female (Marionette) Shadow: Highlight the ? box, press Select, Select, Select, Select, Select, Select, Select, then press any button.

Play as Image Talbain: Highlight Gallon, hold Select, then press any three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): Highlight Bishamon, hold Select, then press any button.

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either "Wrecking Racing" or "Stock Car Racing." Select "Championship" at the "Race Type" screen. You will enter a "Name Entry" screen. Enter MACSrPDJ and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now if you access the "Track Select" option you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy 2: Viva Las Vegas

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access.

Third Person Codes: *From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure in the middle of the third per-*

continued on page 112

Raziel's Items, Foes

Teleportation made easy: Throughout Nosgoth, you will find portals that you can walk through. These will teleport you back to any portal you have previously visited. Always activate them.

Takes you to: The outside ledge just to the left of Nupraptor's Fortress.

Takes you to: Raziel's ruined clan territory, just past the huge gilded gate.

Takes you to: Upon entering this mark into the portal, you will warp to Zephon's lair.

Takes you to: This will place you outside the Cathedral's entrance.

Takes you to: Wanna fight the final encounter with Kain, enter here...

Takes you to: This rune will send you straight to the heart of the oracle.

Takes you to: Warp to the start of the Ash Wastes upon entering this rune.

Takes you to: Enter and you will surface in an underwater region by the Sunlight Glyph.

Takes you to: The cave entrance leading to the Abyssal Vortex.

Takes you to: The location this portal will take you is the hidden human city.

Takes you to: You will find yourself right outside the Tomb of the Serafan.

Takes you to: The Melchian clan territory, just before the large lake.

Takes you to: Enter this portal to find yourself outside the Drowned Abbey.

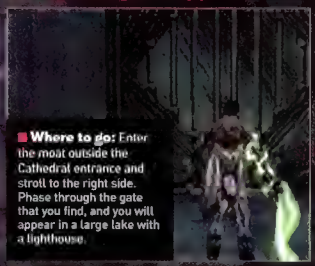
The Sound Glyph

Where to find it: Enter the Cathedral and fall to the bottom of the first wind elevator. Look for the stained glass window and break it with the telekinetic force blast. Climb up to the passageway.

Grab the mallet: At the far end of the large room is a mallet. Grab it and climb up the wall near where you entered. Throw the mallet to the first cliff on the left. You'll see why in a minute.

Shifting Realms: Enter the Spectral Realm and jump to where the mallet is. Re-enter the Material Realm. Collect the mallet. Now jump 'til you are on the farther pillar. Put the mallet down and break the stained glass with another projectile blast. Toss the mallet across and make your way to the other side. Use the mallet on the bell and you will be awarded with the Sound Glyph.

The Sunlight Glyph

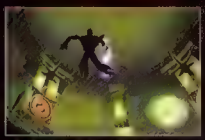


Where to go: Enter the moat outside the Cathedral entrance and stroll to the right side. Phase through the gate that you find, and you will appear in a large lake with a lighthouse.

Stopping the engine: Once you make your way to the top of the lighthouse, you will see a path leading to two caves. The first cave contains a machine. Turn it on by turning the crank. Then quickly jump atop the device and shove the block down. Move it so that it locks the gears from moving. Do this quickly.

Afterward: Make your way to the bottom cave. This will trigger a cinema. Now cross over to the bottom of the lighthouse and travel to its lowest depths. There will be a section where you must align a series of blocks to connect a pipe. Once the blocks are placed, hit the switch. Jump on the bellows to get out through the ceiling. Make your way back to the bottom cave.

The Fire Glyph



Where to go: Enter the first water section in Raziel's clan area, just past the giant gate. Keep on going straight in the underwater caves and you will come to a room with all sorts of Glyph markings.

Time release door: There will be a door that you cannot open unless you turn the crank. It slams shut quickly, so you will have to enter the Spectral Realm ASAP just so you can squeeze on through to the other side.

Baby, light my fire: Use an unlit torch on the bonfire above the room with the Pillars. When you light the torch, take it back to the room with the giant statue. If you light the basket in front of it, he will give you the Fire Glyph.

cont. from page 108

son game, press start to pause. Now enter one of these codes for various results. For best results, enter the Unlimited Ammo code after the Every Weapon code.

Every Weapon: Square, Square, Circle, Circle, L1, L1

Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2

First Person Codes: *From the main menu, choose Move Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. During the first-person shooting game, press START to pause, then enter one of these codes. For best results, enter the Unlimited Ammo code after the Every Weapon code.*

Every Weapon: Square, Square, Circle, Circle, L1, L1

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2

Automatic Health: Hold L1 and press Square, Triangle, Triangle, Circle, Circle

Super Slow Rocket: L1, R1, R1, L1, Triangle, Square

Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1

Fear Effect

Press Up on the title screen, then go to the Options screen. From there, press the Credits option. On the Credits screen, enter any of the codes shown below. If you hear the screen flash and hear a gunshot, it's an incorrect.

999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, L1, Triangle

Unlimited Health: L1, Triangle, L1, Down, Circle, Circle, Triangle, Square, Right, Square

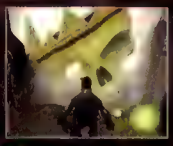
One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

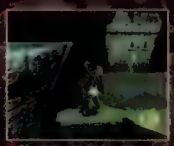
FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams: EA1 through EA4. These special Electronic Arts teams have very high attributes. For a perfect

The Stone Glyph



Where to find it: Look for the entrance to Nupraptor's Fortress (where the Stone Glyph resides) in the pool of water in Melchiah's area. It's the one with the lone stone Pillar in the middle.



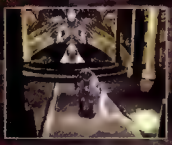
Nupraptor's keep: Climb a nearby cliff, and glide through the skull's left eye. Inside, make your way to the top by climbing up the rafters. Switch Realms to make them move.

Reaching the Glyph: Once you are at the top of the Keep, glide to the cliff on the left. Follow it to a cave that contains a giant statue. Along the sides of the room are some suspicious notches.

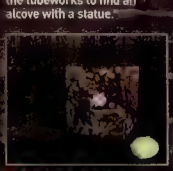
Complicated block puzzle: You must complete the hieroglyph patterns on the wall using the nearby blocks. You must stack the blocks to get at the ones that are found really high up.

The Water Glyph

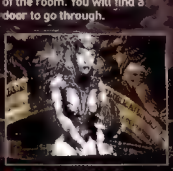
Where to find it: Underneath the bridge in the main city area, there is a gate you must destroy with the telekinetic blast. Swim up the tubeworks to find an alcove with a statue.



What to do at the statue: OK, so you're standing in front of the statue and nothing is happening. Well, look to the right in the back of the room. You will find a door to go through.



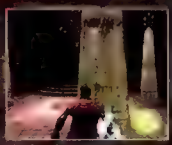
Blocking the drain: In the back room, there is a block you can pull out of the wall. Shove the block down the canal and drop it to the lower room. Place the block on the drain.



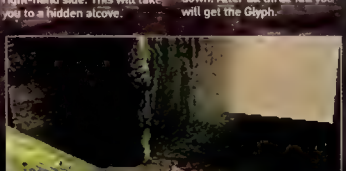
The Water Glyph received: With the drain blocked, the room will fill with water. The statue will grant you the Water Glyph for your actions.

The Force Glyph

Where to go: Head to the pool of water in Melchiah's territory just past the lake. Dive in the water and look for a cave on the right-hand side. This will take you to a hidden alcove.



The three towers: You will come to a room with three towers and a skull-like carving in the wall. The secret here is to push the towers down. After all three fall you will get the Glyph.



[illegible]

Grand Theft Auto 2

From the main menu, press R2, R2, and then enter Name. Enter the name of your place as one of those codes for the results shown.

No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted level is maxed out. Everyone will be after you.)
Level Select: [illegible]

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new player. When asked to enter your name, enter THROB and then select [illegible]

Unlock Mills Lane: [illegible]

WHO WANTS TO BE A MILLIONAIRE

REPLACEMENT NAMES

[illegible]

CHEATING YOUR WAY TO THE MILLION

[illegible] (Use Pause button one minute [illegible])

1. Old-Fashioned Search Engines

[illegible] www.yahoo.com

2. New-Fangled Encyclopedias

[illegible] www.encarta.com www.britannica.com

3. The Rules of Specificity

[illegible] www.mythreesons.com

TRIPLE PLAY 2001

UNLOCKING THE HIDDEN LEGENDS

Hank Aaron –Two HR over 500 ft. from same player in same game (any team) OR hit 50 HR in one season with an Atlanta Brave *(Season Mode only)*

Babe Ruth – Hit a HR with the pitcher *(any team)* OR Win the World Series with Boston *(break the "curse of the bambino")*

Willie Mays –Four diving putouts *(catches/over the wall climbs/dive and throw out runner)* in a game *(any team)* OR collect a HR, a SB, and make a diving putout with the same player in any post-season game *(Season Mode only)*

Frank Robinson –Lead-off the game with back-to-back HRs *(any team)* OR Player from user team wins National League Triple Crown *(Season)*

Harmon Killebrew –Three HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins *(Season Mode only)*

Reggie Jackson –Hit 10 HR as a team in a game *(any mode)* or hit three HR with the same player in any World Series game *(Season Mode only)*

Mike Schmidt – Four HR from same player in same game *(any team)* OR win the World Series with the Philadelphia Phillies *(Season Mode only)*

Mickey Mantle – Hit a home run longer than 565 feet *(any team)* OR have a player from a user team win an American League Triple Crown *(Season Mode only)*

Jimmie Foxx – Eight RBI's from same player in same game *(any team)* OR collect 175 or more RBI's in a season with the same player *(Season Mode only)*

Willie McCovey – Hit back-to-back–to back home runs in a game *(any team)* OR win the World Series with the San Francisco Giants *(Season Mode only)*

Ted Williams –Collect six hits with the same player in a game *(any team)* OR have a player hit .400 in an entire Season

Eddie Mathews –One triple play *(any team)* OR win the home run crown with a Milwaukee Brewer *(Season Mode only)*

Ernie Banks –Six double plays *(any team)* OR win the World Series with the Chicago Cubs *(Season Mode only)*

Mel Ott – Hit a home run with someone who is 5'7 or less *(any team, including created players)* OR hit a grand slam home run in any post-season game *(Season Mode only)*

Eddie Murray –Hit a home run from both sides of the plate in a game with same player *(any team)* OR win the World Series with the Baltimore Orioles *(Season Mode only)*

Lou Gehrig – Have a user-controlled player hit for the cycle in a game *(any mode)* OR win 117 or more games with a user-controlled team in a season *(Season Mode only)*

Jackie Robinson –Steal four bases with the same player *(any mode)* OR steal home in any post-season game *(Season Mode only)*

Ty Cobb – Steal home two times in same game *(any team)* OR win the World Series with the Detroit Tigers *(Season Mode only)*

Satchel Paige –Strike out five consecutive batters with the same pitcher in a game *(any mode)* OR strike out 150 or more batters with the same pitcher in a season *(Season Mode only)*

Cy Young – Pitch a complete game shutout *(minimum five innings – any team)* OR win 25 or more games with the same pitcher in a season *(Season Mode only)*

THE LEGEND OF DRAGOON™

VARIOUS GAME ACTIONS

I Exclamation Points

[illegible]

II Icon Colors

[illegible]

III Defending

[illegible] Defending during a battle, you cut the damage you would have received in half, regain 10 per [illegible] HP and are [illegible] to [illegible] that can change your status, such as poison, stun, petrify, etc.

IV Additions

Additions take a level even, 2 [illegible] you correctly perform them. The maximum [illegible] Additions. To complete an Addition, you must press the X button at the correct time during your character's attack. Different Additions [illegible] depending on the number and timing of the button presses, will vary as well. For [illegible] the [illegible] button, an Addition [illegible] the enemy. An attempt to counter [illegible]. When this occurs, you need to press the [illegible] button instead of the X button [illegible] with the Addition. Failure to do this will result in the Addition being broken and your character being repelled by an attack from the opponent.

New Additions are given as your characters achieve set levels. Once all the normal Additions for each character reach Level 5, that character will receive a final special Addition that's far stronger than those in their standard set.

As a side note, the Accessory for sale in Lohan, the Ultimate Wargod, will enable the character wearing it to complete any Addition in its entirety, with [illegible] any button presses by the player. On top of that, it also counts toward building the Addition's level, as [illegible] SP accumulation and damage rates.

V Attack Magic

Using the opposite element against a [illegible]

ATTACK MAGIC ITEMS

(A multiplying item used in battle does varying amounts of damage based upon how many times you press the X button after it has been cast.)

Burn Out	Fire-based individual attack (multi)	Trans Light	Light-based individual attack (multi)
Cooking Magma	Fire-based attack for all (multi)	Dancing Ray	Light-based attack for all (multi)
Burning Wave	Fire-based powerful attack for all	Spectral Flash	Light-based powerful attack for all
Spear Frost	Water-based individual attack (multi)	Dark Mist	Darkness-based individual attack (multi)
Fatal Blizzard	Water-based attack for all (multi)	Black Rain	Darkness-based attack for all (multi)
Frozen Jet	Water-based powerful attack for all	Night Raid	Darkness-based powerful attack for all
Spinning Gale	Wind-based individual attack (multi)	Spark Net	Thunder-based individual attack (multi)
Rave Twister	Wind-based attack for all (multi)	Thunderbolt	Thunder-based attack for all (multi)
Down Burst	Wind-based powerful attack for all	Flash Hail	Thunder-based powerful attack for all
Pellet	Earth-based individual attack (multi)	Detonate Rock	Detonates and attacks all
Meteor Fall	Earth-based attack for all (multi)	Psychedelic Bomb X	Unbased attack for all (multi/repeat)
Gravity Grabber	Earth-based powerful attack for all		

[illegible] from page [illegible]

Marvel vs. Capcom

Hidden "EX" Option: Press Start at the title screen. When the main menu appears, highlight Options, press and hold Select and then press Start. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more!

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

Turbo Ethan: GOOUTTAMYWAY
Stiff as a Board: SCAREDSTIFF
Longer Jumps: BIONICJUMPER
Slow Motion Mode: IMTIREDTODAY
See FMVs: SEECOOLMOVIE
Developer's Message: TTOPFSECRETT

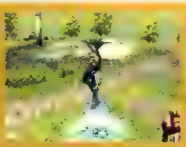
MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C0P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus

A correctly timed button press allows you to continue on with your attack.



Your defensive power increases greatly while you're in Dragoon form.

When your Dragoon Level reaches Level 5, you receive Dragon summon magic.

foe doubles the damage you can inflict using the same element on the other hand, cuts the damage inflicted in half.

The opposites are:

Fire	Water
Wind	Earth
Light	Darkness
Thunder	NA No Opposite
Non-Elemental	NA No Opp.

VI Experience

When gaining experience after a battle, all current party members who participated in the battle will divide the experience equally. For example, if you were to earn 300 experience from a battle in which you had three party members, then each would receive 100 experience. Those party members not participating in the battle will earn half as much as those who did participate.

VII Becoming a Dragoon

Use your Additions to build your Spirit Points. When your Spirit Points reach 100, you may change into your Dragoon form. The maximum amount of turns you are able to stay in Dragoon form is equal to the level that particular Dragoon is at, provided you have accumulated 100 SP per number of turns. Dragoon levels raise through Spirit Point accumulation.

In addition to having stronger attack and defense capabilities, a character effected by an abnormal status will be cured upon transforming into a Dragoon.

VIII Dragoon Additions

To perform an Addition in Dragoon form, you need to time your button presses so they coincide with the dial revolving inside the Spirit Meter. Tap the button when the dial reaches the top—doing so allows the dial to continue on to the next level. Ahn hits you gain up to four strikes against the opponent. If you perfect your timing on the button presses, you'll have a much more devastating attack added to the final strike.

IX Dragoon Magic

Dragoon Magic are based on the game's spells. To cast them, you need to be in Dragoon form and you must possess the required amount of MP (Magic Points).

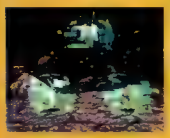
X Dragoon Special

On a rare occasion, all of your party can transform into Dragoons and have full Spirit Point meters. The Special option will appear at the end of your battle options menu. When chosen, this option will allow you to turn all three party members into Dragoons at one time. It will also grant the character who activated the Special automatic Perfects when performing Dragoon Additions.

XI Miscellaneous Notes

An unlucky [illegible] character will regain consciousness after being struck with a subsequent non-stunning attack. An enemy, who is near death (indicated by a Red Icon), will most likely cast magic as its attack.

Rose, a mysterious warrior with a troubled past, has the ability to control the darkness.



Albert's Rose Storm Dragoon Magic helps you survive some of the nastier bosses.

MORE ITEMS

Status Altering

- **Midnight Terror** — Frightens minor enemies
- **Panic Bell** — Confuses minor enemies
- **Poison Needle** — Poisons minor enemies
- **Stunning Hammer** — Stuns minor enemies

Replenishing

- **Healing Potion** — Recovers half of maximum HP
- **Healing Dream** — Recovers half of max. HP for all
- **Healing Fog** — Completely recovers HP
- **Healing Rain** — Completely recovers HP for all
- **Angel's Prayer** — Revives and recovers half of maximum HP
- **Sun Rhapsody** — Completely recovers MP
- **Moon Serenade** — Completely recovers MP for all
- **Spirit Potion** — Recovers 100 points of SP during combat
- **Mind Purifier** — Dissolves Fear, Bewitchment, Confusion, Dispirit
- **Body Purifier** — Nullifies Poison, Stunning, Arm Blocking
- **Depetrifier** — Dissolves Petrification

Ability Altering

- **Material Shield** — Nullifies physical attack for three turns (repeat)
- **Magic Shield** — Nullifies magical attack for three turns (repeat)
- **Power Up** — Strength increases for three turns (repeat)
- **Speed Down** — Reduces agility 50% for three turns (repeat)
- **Speed Up** — Doubles agility for three turns (repeat)

Miscellaneous Bags

- **Attack Ball** — Generates one of the Attack Magic Items
- **Magic Stone of Signet** — Blocks enemy's move for 3 turns (repeat)
- **Recovery Ball** — Generates a Replenishing Item
- **Sachet** — Gives subtle good aroma
- **Smoke Ball** — 100% escape from minor enemy (repeat)
- **Total Vanishing** — Destroys minor enemies

Dragoon Levels:

The following are the Spirit Points needed to achieve the subsequent Dragoon levels:

	Lv.1	Lv.2	Lv.3	Lv.4	Lv.5
Dart	100	1,200	6,000	12,000	20,000
Lavitz	100	1,000	6,000	12,000	20,000
Shana	100	1,000	6,000	12,000	20,000
Rose	100	1,200	6,000	12,000	20,000
Haschel	100	1,000	6,000	12,000	20,000
Albert	100	1,000	6,000	12,000	20,000
Meru	100	2,000	6,000	12,000	20,000
Kongol	100	2,000	6,000	12,000	20,000
Miranda	100	1,000	6,000	12,000	20,000

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
All Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

O.D.T.

Press START to pause the game in the middle of play and enter these codes for the results shown.

Fill Health: Left, Right, Left, Right, Square.
Fill Mana: Left, Right, Left, Right, Circle
Fill Ammo: Left, Right, Up, Down, Circle, Square
Power-Up Weapons: R1, L1, R1, L1, Left, Right, Up, Down
Raise Abilities: [illegible] Triangle, Select, Left
Fill Experience: Circle, Square, [illegible] R1, Select
Turn Off Monster Energy: [illegible] Square, Circle, Triangle, Circle
50 Lives: Tr[illegible] Select, Square
Raise Level for Each Spell: [illegible] Triangle, Select, L1, R1, Select
All Levels Open: [illegible]
Mega Points: [illegible] Triangle [illegible]
All the Gold Medals: [illegible]

R/C Stunt Copter

[illegible]

Rainbow Six

[illegible]

MEDAL OF HONOR

Each of these codes will make the Enigma flash green to confirm correct entry

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels with a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Muller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Muller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine

Unlimited Ammo: BADCOPSHOW

4x Firing Rate: ICOSIDODEC

Reflecting Shots: GOBLUE

Unlock William Shakespeare in Multiplayer: PAYBACK

Unlock Winston Churchill in Multiplayer: FINESTHOUR

Unlock the Raptor in Multiplayer: SSPIELBERG

From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)

Codes for Multiplayer Mode:

Unlock Wolfgang: HOODUP

Unlock Bismarck: WOOFWOOF

Unlock Otto: HERRZOMBIE

Unlock Noah: BEACHBALL

Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:

Unlock the Making of Level 1 (History): INVASION

Unlock the Making of Level 2 (History): BIGGRETA

Unlock the Making of Level 3 (History): DASBOOT

Unlock the Making of Level 4 (History): SICKA

Unlock the Making of Level 5 (History): KOMET

Unlock the Making of Level 6 and 7 (History): TWOSIXTWO

Unlock the Making of Level 8 (History): VICTORYDAY

Pictures of the Development Team: DWIMOHTEAM

Secret Photo Gallery of Staff: DWIGALLERY

L. Henson Picture: COOLCHICK

A. Jones Picture: ALRULES

Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.*

Audie Murphy Mode (Invincibility): MOSTMEDALS

Wire Frames: TRACERON

Cheaters Never Prosper: *Enter these codes on either the title screen or the main menu. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.*

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle

Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square

All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle

"You'll never *ever* lose at SmackDown! again!"

Do You Like Pancakes?

Watching The Rock do the Samoan Drop 10 or 11 times straight is just about as exciting as watching reruns of *Lassie*. Consider that fine point when you're battling against a bruising opponent. Getting the audience to appreciate you is important, and no one cares for a one-move wonder.

Oh, You Didn't Know?

One, Two . . . Is This On?

You've got plenty of moves, but you've also got the ability to kick and punch. As remedial as that may sound, it's good practice to mix up moves with an old-fashioned fist to the face or boot to the crotch. You'll also throw off your opponents timing if they don't know exactly what's coming next. With that in mind, get used to using the Irish Whip to fling your opponents off the ropes. This gives you a couple different move options, plus it's fun. And you can always scurry to the top rope to hand out an extra-special elbow to the throat.

Pimpin' Ain't Easy

Although it's not easy to reverse things, it can be done with good timing. You can reverse punches (by blocking them), you can shrug off grappling moves, you can stop ground attacks (a quick boot to the face will stop anyone), and you can sometimes stop turnbuckle attacks (by flinging your opponent into the corner for some punishment). Don't lose patience when you can't reverse a suplex, though; it's simply not going to happen. But on the attacks listed above, there's a very sharp window you can work in to save yourself from a bludgeoning.

Finishing What You Start

The most exciting part of wrestling is seeing a trademark move, and it's no different in SmackDown!. If you're playing in season mode, you'll have to wrestle until your red meter is fully juiced up to be rewarded with a green dot (a finishing move). After that, you can pick up an opponent from the canvas, and, if he's got a little wiggle in his knees, you can finish him off. Lots of times you'll get an instant KO, but sometimes you'll have to actually pin after the smack has been laid down. Pinning or not, it's the way to lift the crowd (and yourself) to its feet.

Pre-Season Mania

If you happened to have enough time on your hands and complete the following number of pre-seasons, you'll be rewarded with what's listed below. As grueling as ten pre-seasons could be, remember: Patience pays off.

1: Wealth
2: European Title and Ability
3: Women's Title and Ability
4: Tournament and Ability
5: Hardcore Title and Ability
6: IC Title and Ability
7: Tag Title and Ability
8: Title Match and Ability
9: Nothing
10: Pre-season Skip

Hidden Jabronis

As you play through an entire season in SmackDown! (after the Wrestlemania dust has settled), you'll either unlock secret characters or get extra attribute points for your created wrestler. Here's a list of what you'll unlock each year.

1st year: Ivory
2nd year: Prince Albert
3rd year: Jaqueline
4th year: Viscera
5th year: 80 points for created wrestlers
6th year: Mideon
7th year: Gerald Brisco
8th year: Pat Patterson
9th year: 90 points for created wrestlers

[illegible] button and press the [illegible] buttons to activate the codes [illegible]

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Triangle, Square, Triangle

Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle

Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle

Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Triangle

Remove All Operatives: Triangle, Triangle, X, Triangle, Circle, X, Square, Square

Speed Punks

Boost Start: [illegible] button and hold down the [illegible] button and the [illegible] button between the [illegible] and [illegible] right.

Spyro the Dragon

99 Lives: In the middle of the game, press the Select button and then press Square, Square, Square, Square, Square, Circle, Circle, Left, Circle, Right, Circle, Start. Your life counter will increase to 99!

Spyro 2: Ripto's Rage

In the middle of the game, press Start to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code.

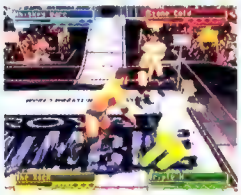
Winning Lines

What makes WWF SmackDown great is the laundry list of different matches you'll engage in over the course of a season.

1 Tag Match

Pretty basic stuff. Beat up the other guy and pin him—just be sure to remember to tag in your partner. Don't think you can go it alone. We know it's not fun to try reaching over the ropes to wreak havoc, but it makes for more fun when you get back in the ring. Also, when you're ready to try to pin, try to do it near your corner. That way your mate won't let your opponent interrupt.

2 Battle Royal



In this festival of fighting you'll have to eliminate three opponents by pinning them. It's a last man standing affair, so there are two things you need to do: survive, and pin the last guy. The best thing to do is to stay out of the eye of the fight and only jump in when you can really work someone over. Jumping to the outside for space reasons isn't a bad idea either.

3 Handicap Match

With these matches there is one major consideration: get used to changing your focus. With two or three guys bearing down on you, timing is the key to survival. Use a lot of ready moves on your first challenger to get him down, then go to the punches and kicks. Try to let the different guys beat up on you so they don't build up energy for a finisher. Try to attack the same guy as much as you can so that when you get a chance for a finisher you can knock him out and be done with him. This is one of the toughest challenges.

4 Hard Core

The key to this match is knowing when too much is enough. There are plenty of opportunities for you to crack some guy over the head with a steel chair and chop him down like a tree, but there comes a time when you'll need to just wrestle. Use grapple moves when you're being charged at with a weapon. A quick suplex, DDT, or even something as simple as a snapmare will disarm your opponent and put you in control.

5 Cage Match

Inside the gruesome cage you'll have only one way to win: get out. CPU opponents will make a beeline to the outside on the first chance they get, so be ready to knock them off using the Circle button. It takes 12 seconds from start to finish once you've gripped the cage walls. No matter what condition you're in, you'll still go the same speed. Take a couple shots at the outside, but be prepared for a longer match. Sometimes patience is best.

6 Special Referee

Special Referee matches are pretty much up for grabs. If you're locked into a season and the guest ref has it in for you, forget about it. If he's on your side, however, that's a big bonus. Special Referee matches can be one of the best aspects of the game, and there are even some strategies to help win. First, try pinning early. You never know when you might get a quick count, and it will also give you a sense if you're going to get a slow count. Secondly, don't ever hit the ref unless he hits you first. If he attacks you, then you're probably going to get cheated anyway, so you might as well knock some heads in the process. Also, notice if your opponent takes out any aggression on the referee. If he does, go for the pin soon after that. Final advice: If you're the special referee, take some free shots. Why not?

7 Royal Rumble

This impossible event will frustrate you to no end. Trust us. Try running away and staying out of the eye of the action. Remember to kick at opponents you've just thrown out of the ring in case they hold on, and be ready for Irish Whip reversals to ruin your fun.

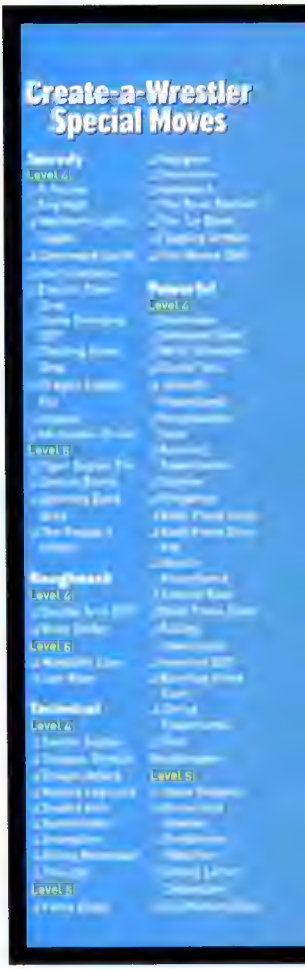
8 Survival Match

Rather than having to battle through a 3- or 4-Way Dance, only one competitor has to be knocked out or pinned for a winner to be declared. One of the best things to do is to save up your finishing moves until your opponents are weak. Once they're less than conscious, throw a finisher on them and hope it will knock them out. Otherwise, be sure to keep your eye on how everyone else is doing. If you don't pay attention, someone else might get pinned and you'll be out a win.

9 I Quit

This is one of the cooler matches included in the game. Just because it's an "I Quit" match, though, doesn't mean a submission move can finish it. While battling, find the microphone. It could be in the ring, right outside the ring, or in an altogether different part of the arena. Use the Irish Whip to fling players into the arena you're battling in if the mic isn't located around the ring. Once you've thrown a good trouncing on your enemy, grab the microphone (using R1) and use the command to pin him (Down and Circle). You'll mount up and hold the microphone to his mouth. If he's taken enough punishment, he'll give up. If he hasn't, then it's time to throw him around some more.

Create-a-Wrestler Special Moves



correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, Circle

PaRappa (Flat) Mode: [illegible] Left, Right, [illegible]

All Abilities: Circle, Circle, Circle, [illegible] Square

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to [illegible] Make sure you don't [illegible] Circle, [illegible]

Street Fighter Alpha 3

Battle Shin Akuma: You must first [illegible] Mode by beating [illegible] R. Once [illegible] screen on the [illegible] Shin Akuma. [illegible]

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results [illegible] the code was entered correctly.

Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R.

Every Course Open: Left, Right, Left, Right, [illegible]

Every Board: [illegible] Square, Square, Square, Triangle, R1

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and [illegible] Right, [illegible] Right, [illegible] Square. With the [illegible] heard a sound which [illegible] correctly. Now go to the Options screen and enter the Cheats option. You'll find an option to end your current level and go to the next one.

[illegible] page [illegible]

CRASH TEAM RACING

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

[illegible] Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

[illegible]: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

[illegible]: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

[illegible]: Right, Right, Left, Triangle, Right, Down, Down.

[illegible]: Up, Up, Down, Right, Right, Up.

[illegible]: Triangle, Right, Right, Circle, Left.

[illegible]: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

After entering one of these next tricks, you will have to reset the game to get a different powered object.

[illegible]: Down, Right, Right, Down, Down.

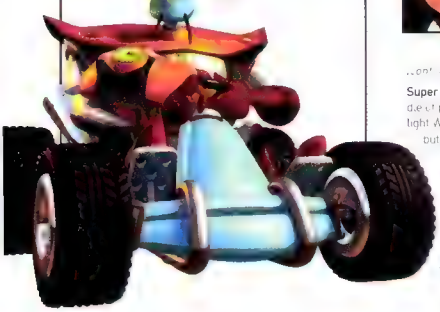
[illegible]: Triangle, Right, Down, Right, Up, Triangle, Left.

[illegible]: Left, Triangle, Right, Left, Circle, Right, Down, Down.

[illegible]: On the main menu screen press and hold L1+R1 simultaneously. While these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

[illegible]: Right, Circle, Circle, Down, Up, Down, Right.

[illegible]: Down, Left, Right, Up, Down, Right, Right.



STREET FIGHTER EX2 PLUS

THE GAME ENGINE

BASICS: Street Fighter EX2 Plus plays like a strange mix of classic Street Fighter 2 and the Alpha games. There's no air-blocking, but there are plenty of big Combos, Supers, and Juggles. One thing that will definitely throw you off if you're used to other recent SF games is the timing. You can pull off Normal Combos very slowly and still have them connect, while Excels have to be done very quickly. Most importantly, the time it takes to come out of Block Stun or get up off the ground is extremely long. You'll need to adjust your timing for doing wake-up attacks or reversals. It definitely takes some getting used to.

SUPERS: For the most part, the Supers are like those in Alpha 2. You can store three Supers at a time, though there is only one level per Super. Supers generally have high priority and will beat other attacks. Thus, an effective technique is the aptly named "Scrub Trick." Jump in on your foe and attack early so your attack misses (you want this). When you land, use a Super. The common reaction is to try to throw you when you land. If your opponents try something, they'll eat the Super. Each character also has at least one Meteor Combo, which is just a level three-only Super. By itself, it does massive damage. It does less damage in a Combo, so use it alone unless you're trying to showcase.

SUPER CANCELS: You can Cancel almost any Special move into just about any Super. To do so, just perform the Super command after landing the Special move. It is also possible to Cancel one Super into another—just perform the second Super command sometime while the first Super is hitting. You'll want to avoid this kind of Super Canceling, though, because it wastes energy. If your favorite character has a good Super Cancel, on the other hand, by all means, use it.

GUARD BREAKS: To use a Guard Break, press any Punch and Kick of the same strength together. This slow attack takes one Super Bar and cannot be Guarded. Guard Breaks leave your foes open to attack if they hit them on the ground; if you hit someone who's airborne, they'll float for your juggling pleasure.

New to SF EX2+ are Cancel Breaks. Cancel Breaks work like Super Cancels—use a Guard Break while attacking with a Special move or Super and you'll Cancel the attack into the Guard Break. This can be very useful if your Super was guarded and you'll be open to attack when it ends.

EXCELS: Also new to SF EX2+ are Excels. A strange marriage of Alpha 2's Custom Combos and Alpha 3's Variable Combos, Excels take one Super Bar and are activated by pressing any Punch and Kick of differing strengths. The Excel only lasts a short time, but while active, you can chain almost any normal or Special attack into itself or any other attack—plus you'll be free to move and Jump as you please. Although getting hit doesn't cancel the effect, it's likely to use up your remaining time. You can't perform Supers during an Excel, but you can Combo into one from the last hit.

...ont from page [illegible]

Super Agent. Pause the game [illegible] deactivate. On the Pause [illegible] right Weapon, and press and hold the [illegible] buttons in this order: L2+Select+Circle+Square. At the same time, press X. You will hear a sound when entered correctly. Now go to the [illegible] option screen and [illegible] the [illegible] option [illegible] to Super Agent [illegible].

Movie Theater: Pause the game in the middle of play. On the Pause screen [illegible] right Weapon and press and hold the [illegible] buttons in this order: Right, [illegible]. At the same time, press X. [illegible] entered correctly. Now go to the Options screen and enter the Cheats option. [illegible] option [illegible] movies and [illegible]. Move back out of the movie screen and [illegible] to watch a movie.

Tarzan

Level Select and Cheat Menu: *On the main* [illegible] *Level Select:* Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now move down and [illegible] the Load Game option and [illegible] appear. Select this option [illegible] to the game levels. Press R2 [illegible].

In-Game Cheat Menu. After entering the Cheats [illegible] screen, press L1, R1, [illegible], L1, R1, L2, R2. Next, pick a level and enter [illegible]. Now press Start to [illegible]

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PSX2

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Squaresoft (Roleplaying)
Release: 7/00
PSX
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Mr. Driller™

BASIC STRATEGIES

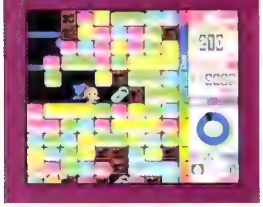
Like many of the best games, Mr. Driller is easy to learn and very difficult to master. Only by playing it repeatedly will you have the chance to learn its intricacies and enter the "driller groove," where you instinctively know exactly where to dig next.

The most basic advice for the game is given during the intro sequence: "Drill as fast as you can!" In order to get through the game effectively, you need to be incredibly fast with your drill. Despite that important advice, quick drilling is not what the entire game is about. No, Mr. Driller is not only about being fast, it's about quick thinking as well.

A technique that you will have to learn early in the game is digging a hole, grabbing an Air Capsule and bolting out of there before the blocks it was supporting come crashing down on you.

Remember that you can also dig up and clear blocks that are hovering and about to fall. That simple move can easily save Driller's life.

One last thing: If you have a controller with Turbo Fire, use it. It will make digging through all those block a lot easier.

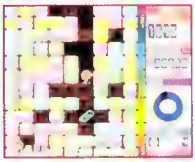


COMBOS

Mr. Driller just wouldn't be a real puzzle game if it didn't feature combos, so mastering combos is the best way to clear stages quickly and earn big points.

As you drill downward, keep a sharp eye on how the blocks are positioned. Sometimes taking out certain blocks can start a chain reaction that will eliminate huge sections of blocks with just a single motion of your drill. Just be careful—sometimes chain combos will cause lone blocks to come crashing down to where you're standing.

Also, make sure that you're not spending too much time trying to set up combos. The goal is to get to the bottom—the combos will follow if you hurry.



X-BLOCKS

The cursed X-Blocks. You will learn to hate these brown-colored barriers almost immediately. In addition to taking five hits to destroy, they also sap 20 percent of your Air. Unfortunately, in the later levels, most of the Air Capsules are surrounded by them. When this happens, you'll need to set up a combo for the X-Blocks to make them disappear.

Be sure not to trap yourself in a situation where you're surrounded by X-Blocks on all sides. The only way to escape this trap is to dig your way out, and that costs you precious Air.

STAYIN' ALIVE

Once you really get into the game, you'll find that there's so much going on. It's easy to lose track of things and unnecessarily lose a life. You need to be extra alert once the action starts to get hectic.

Your main concern should be falling blocks. When at all possible, try to dig in a straight column to avoid having bricks falling from above.

While you're dodging falling blocks, keep a watchful eye on your Air Gauge. You don't regain Air between levels, so go out of your way to get the Air Capsules. You even get bonus points for them, so there's no excuse for being caught short of breath.

Overall, the most important thing is to keep moving. If you're constantly on the go, the chances of getting hit by a block decreases significantly. Nothing is more embarrassing that being crushed after completing a huge combo.

TIME ATTACK

After honing your skills in Arcade Mode, it's time to check out Time Attack Mode. This is where the real challenge of the game is. As in Arcade Mode, the goal is to get to the bottom as quickly as possible. This time, however, that's your only goal. Don't waste time trying to set up combos as there's no point to it in this mode. There's not even an Air Meter in Time Attack, so that's one other worry off your back. To clear each stage, however, you must reach the bottom within a very strict time limit.

Replacing the Air Capsules in this mode are the Clocks. If you are even thinking about getting through this mode, you'll need to become familiar with them fast. The Clocks all have numbers on them, and collecting them removes that many seconds from your timer (generally between one to three seconds). While that may not sound like much, a second can mean the difference between clearing the course and having to start all over.

Prepare to play through these courses multiple times. The way that they're laid out, you'll need to move though them quickly and nearly flawlessly in order to beat the given time. It's a lot of effort, but if you can do it, consider yourself a master driller.

AFTER TIME ATTACK

Those Time Attack puzzles may have been tough, but you're only half through. Once you beat all the Time Attack levels, the "reverse" levels open up. These puzzles are even more challenging than the normal ones, and you have much less time to complete them in! Many of the strategies for the Time Attack Mode still apply, so you'll be able to beat them with practice. Just remember that you'll need to move fast and flawlessly.

Once you beat all the reverse stages, you will earn a new outfit for Mr. Driller. At the title screen, hit Select to change Mr. Driller into his stylish new blue outfit. It may not be much, but it's a nice change.

(cont. from page 116)

pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option to get access to all letters, mucho fruit, infinite lives, etc.

Tomorrow Never Dies

While playing, press Start to pause. Enter the following codes for the results as shown.

Immunity From Bullets: Select, Select, Circle, Circle, Triangle, Select.

Pass Through Walls: Select, Select, Circle, Circle, Triangle, Triangle, Triangle.

Every Weapon and 50 Health: Select, Select, Circle, Circle, L1, L1, R1, R1.

Mission Complete: Select, Select, Circle, Circle, Select, Circle.

Tony Hawk's Pro Skater

If you're looking to unlock the fun of one of the PlayStation's best game of all-time, you'll have to pause the game, then enter one of the following cheats. The screen should shake. Afterwards you'll be rewarded with skateboarding madness, and Officer Dick if you tap in the Blowout Trick.

Big Head Mode: Hold L1 and press Left, Up, X, Down, Up, X.

Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.

Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.

Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.

Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.

Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu.

Blowout Trick: From the menu access Career Mode. Begin a new game and press Start to pause. Press and hold the R1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and everything becomes available.

WIN

OVER $25,000 IN PRIZES

Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings. Not interested in this contest. Check out other contests, and the largest selection of music merchandise available at www.INFIN1.com.

CONTEST #1 - VIDEO GAMES

Sony Playstation Dual Shock, Sega Dreamcast, Game Boy Color, and Nintendo 64 Funtastic Series. Get all four or trade what you don't want for cash. Options include accessories, plenty of games, Sony Playstation 2 and 36" monitor. Base prize package value $1200.

CONTEST #2 - COMPUTER

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Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase.

Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS. All entries must be post marked by Oct 25, 2000.

PRIZE PUZZLE #1

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
HAPPY	- O	FIELD	- B
SHARE	- Z	~~BLADE~~	~~- D~~

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

		T				
H						
B	L	A	D	E		D
			S			
				L		

SECRET WORD ↓

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

ENTER ME IN THE FOLLOWING CONTESTS:

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101

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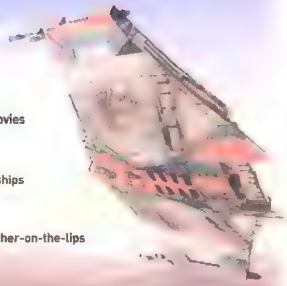
They've-got-a-sword that looks like-a-flash-light
the-chick-with-the-ear-muffs-and-the-old-decrepit-man.
and-the-gold-en-dro-o-old-ta-a-a-alks-too-much
and-the-blue-one-loo-ooks-like-a-trash-can
and-Wedge-was-the-only-fighter-pilot-who-lived-through-all-three-of-the-movies
Star-Wars-Talk-ing-bout-Star-Wars
there's-Darth-Vader-and-that-Admiral-guy
they've-got-a-big-narly-space station-lots-of-stormtroopers-and-really-cool-ships
and-Lu-u-u-uke-blew-ew-ew-it-up
a-and-Han-saved-his-ba-acon
a-and-they-all-got-medals-in-a-nice-ceremony-a-and-Leia-kissed-her-bro-other-on-the-lips
Star-Wars-Talk-ing-bout-Star-Wars
this-song-is-not-licensed-by-lucas-film-ltd.
And-if-they-ever-found-out-I-can-be-put-in a cell with bubba



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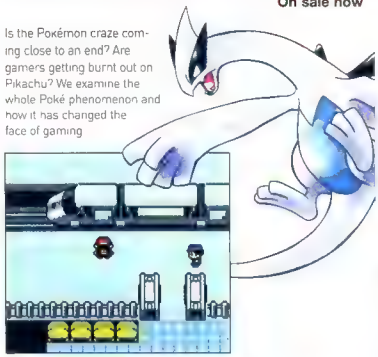

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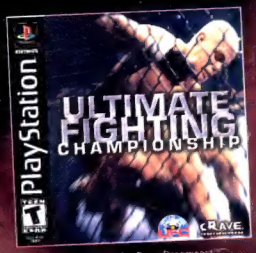

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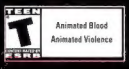

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